

Suratram_mixedRealitySimulator

Generated by Doxygen 1.8.13

Contents

1	Documentation of Suratram MixedRealitySimulator.	1
2	Hierarchical Index	3
2.1	Class Hierarchy	3
3	Class Index	5
3.1	Class List	5
4	File Index	7
4.1	File List	7
5	Class Documentation	9
5.1	BezierCurve Class Reference	9
5.1.1	Member Function Documentation	10
5.1.1.1	GetDirection()	10
5.1.1.2	GetPoint()	10
5.1.1.3	GetVelocity()	10
5.1.1.4	Reset()	10
5.1.2	Member Data Documentation	10
5.1.2.1	points	11
5.2	BezierCurveInspector Class Reference	11
5.2.1	Member Function Documentation	12
5.2.1.1	OnSceneGUI()	12
5.2.1.2	ShowDirections()	12
5.2.1.3	ShowPoint()	12

5.2.2	Member Data Documentation	12
5.2.2.1	curve	12
5.2.2.2	directionScale	12
5.2.2.3	handleRotation	13
5.2.2.4	handleTransform	13
5.2.2.5	lineSteps	13
5.3	BezierSpline Class Reference	13
5.3.1	Member Function Documentation	14
5.3.1.1	AddCurve()	14
5.3.1.2	EnforceMode()	14
5.3.1.3	GetControlPoint()	15
5.3.1.4	GetControlPointMode()	15
5.3.1.5	GetDirection()	15
5.3.1.6	GetPoint()	15
5.3.1.7	GetVelocity()	15
5.3.1.8	Reset()	15
5.3.1.9	SetControlPoint()	15
5.3.1.10	SetControlPointMode()	16
5.3.2	Member Data Documentation	16
5.3.2.1	loop	16
5.3.2.2	modes	16
5.3.2.3	points	16
5.3.3	Property Documentation	16
5.3.3.1	ControlPointCount	16
5.3.3.2	CurveCount	16
5.3.3.3	Loop	17
5.4	BezierSplineInspector Class Reference	17
5.4.1	Member Function Documentation	18
5.4.1.1	DrawSelectedPointInspector()	18
5.4.1.2	OnInspectorGUI()	18

5.4.1.3	OnSceneGUI()	18
5.4.1.4	ShowDirections()	19
5.4.1.5	ShowPoint()	19
5.4.2	Member Data Documentation	19
5.4.2.1	directionScale	19
5.4.2.2	handleRotation	19
5.4.2.3	handleSize	19
5.4.2.4	handleTransform	19
5.4.2.5	lineSteps	19
5.4.2.6	modeColors	20
5.4.2.7	pickSize	20
5.4.2.8	selectedIndex	20
5.4.2.9	spline	20
5.4.2.10	stepsPerCurve	20
5.5	easySpline Class Reference	21
5.5.1	Detailed Description	22
5.5.2	Member Function Documentation	22
5.5.2.1	Start()	22
5.5.3	Member Data Documentation	22
5.5.3.1	bordersFactorX	22
5.5.3.2	bordersFactorZ	22
5.5.3.3	lengthSplineX	22
5.5.3.4	lengthSplineZ	23
5.5.3.5	x	23
5.5.3.6	z	23
5.6	informations Class Reference	23
5.6.1	Detailed Description	24
5.6.2	Member Function Documentation	24
5.6.2.1	FixedUpdate()	24
5.6.2.2	Start()	25

5.6.2.3	updateText()	25
5.6.3	Member Data Documentation	25
5.6.3.1	samplingPeriod	25
5.6.3.2	timeStartSampling	25
5.7	Line Class Reference	26
5.7.1	Member Data Documentation	26
5.7.1.1	p0	26
5.7.1.2	p1	27
5.8	LineInspector Class Reference	27
5.8.1	Member Function Documentation	27
5.8.1.1	OnSceneGUI()	28
5.9	monitoring Class Reference	28
5.9.1	Detailed Description	30
5.9.2	Member Function Documentation	30
5.9.2.1	arrayShiftRight< T >()	30
5.9.2.2	average() [1/2]	30
5.9.2.3	average() [2/2]	30
5.9.2.4	FixedUpdate()	31
5.9.2.5	Start()	31
5.9.3	Member Data Documentation	31
5.9.3.1	accelerationBusArr	31
5.9.3.2	accelerationCarArr	31
5.9.3.3	arrayDeltaTime	32
5.9.3.4	indexSampling	32
5.9.3.5	interDistanceArr	32
5.9.3.6	nbDataMax	32
5.9.3.7	posBus	32
5.9.3.8	posCar	32
5.9.3.9	samplingPeriod	33
5.9.3.10	timeStartSampling	33

5.9.3.11	velocityBusArr	33
5.9.3.12	velocityCarArr	33
5.9.4	Property Documentation	33
5.9.4.1	accelerationBus	33
5.9.4.2	accelerationCar	33
5.9.4.3	interDistance	34
5.9.4.4	velocityBus	34
5.9.4.5	velocityCar	34
5.10	SplineWalker Class Reference	34
5.10.1	Detailed Description	36
5.10.2	Member Function Documentation	36
5.10.2.1	findNearestPointInSpline()	36
5.10.2.2	FixedUpdate()	36
5.10.2.3	lookForward()	36
5.10.2.4	Start()	37
5.10.3	Member Data Documentation	37
5.10.3.1	distanceFollowing	37
5.10.3.2	followsGameObject	37
5.10.3.3	isDriving	37
5.10.3.4	isFollowing	38
5.10.3.5	m_Car	38
5.10.3.6	sampling	38
5.10.3.7	spline	38
5.10.3.8	velocity	38
5.10.4	Property Documentation	38
5.10.4.1	progress	38
5.11	SplineWalkerInspector Class Reference	39
5.11.1	Detailed Description	40
5.11.2	Member Function Documentation	40
5.11.2.1	OnInspectorGUI()	40
5.11.3	Member Data Documentation	40
5.11.3.1	splineWalker	40

6 File Documentation	41
6.1 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Bezier.cs File Reference	41
6.2 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Bezier↔ControlPointMode.cs File Reference	41
6.2.1 Enumeration Type Documentation	41
6.2.1.1 BezierControlPointMode	41
6.3 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Bezier↔Curve.cs File Reference	42
6.4 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Bezier↔Spline.cs File Reference	42
6.5 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/easy↔Spline.cs File Reference	42
6.6 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/↔BezierCurveInspector.cs File Reference	42
6.7 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/↔BezierSplineInspector.cs File Reference	42
6.8 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/Line↔Inspector.cs File Reference	42
6.9 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/↔SplineWalkerInspector.cs File Reference	43
6.10 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Line.cs File Reference	43
6.11 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Spline↔Walker.cs File Reference	43
6.12 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/monitoring.cs File Reference	43
6.13 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/UI/informations.cs File Reference	43
6.14 mainpage.doc File Reference	43
Index	45

Chapter 1

Documentation of Suratram MixedRealitySimulator.

Suratram MixedRealitySimulator

Modify the path following parameters

Go in the GameObject>[SplineWalker](#) and interactively sets the new behaviour you want.

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Editor	
BezierCurveInspector	11
BezierSplineInspector	17
LineInspector	27
SplineWalkerInspector	39
MonoBehaviour	
BezierCurve	9
BezierSpline	13
easySpline	21
informations	23
Line	26
monitoring	28
SplineWalker	34

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

BezierCurve	9
BezierCurveInspector	11
BezierSpline	13
BezierSplineInspector	17
easySpline	
Interface to adapt the size of the Spline.	21
informations	
Class that displays some general informations on a Text component.	23
Line	26
LineInspector	27
monitoring	
This class monitors, by retrieving differents informations in the scene.	28
SplineWalker	
Class that handles the movements a Vehicle on a Spline.	34
SplineWalkerInspector	
Class that format the SplineWalker settings to a more user-friendly one.	39

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

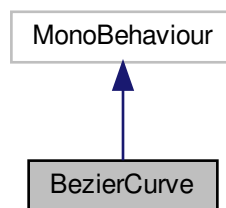
/root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/ monitoring.cs	43
/root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/ Bezier.cs	41
/root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/ BezierControl ↵ PointMode.cs	41
/root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/ BezierCurve.cs	42
/root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/ BezierSpline.cs	42
/root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/ easySpline.cs	42
/root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/ Line.cs	43
/root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/ SplineWalker.cs	43
/root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/ Bezier ↵ CurveInspector.cs	42
/root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/ Bezier ↵ SplineInspector.cs	42
/root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/ Line ↵ Inspector.cs	42
/root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/ Spline ↵ WalkerInspector.cs	43
/root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/UI/ informations.cs	43

Chapter 5

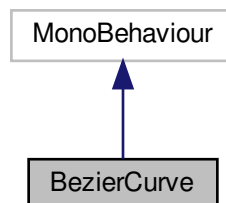
Class Documentation

5.1 BezierCurve Class Reference

Inheritance diagram for BezierCurve:



Collaboration diagram for BezierCurve:



Public Member Functions

- Vector3 [GetPoint](#) (float t)
- Vector3 [GetVelocity](#) (float t)
- void [Reset](#) ()
- Vector3 [GetDirection](#) (float t)

Public Attributes

- Vector3 [] [points](#)

5.1.1 Member Function Documentation

5.1.1.1 [GetDirection\(\)](#)

```
Vector3 BezierCurve.GetDirection (  
    float t ) [inline]
```

5.1.1.2 [GetPoint\(\)](#)

```
Vector3 BezierCurve.GetPoint (  
    float t ) [inline]
```

5.1.1.3 [GetVelocity\(\)](#)

```
Vector3 BezierCurve.GetVelocity (  
    float t ) [inline]
```

5.1.1.4 [Reset\(\)](#)

```
void BezierCurve.Reset ( ) [inline]
```

5.1.2 Member Data Documentation

5.1.2.1 points

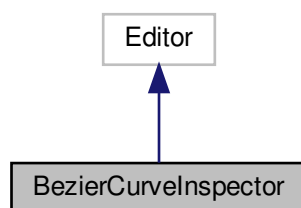
```
Vector3 [] BezierCurve.points
```

The documentation for this class was generated from the following file:

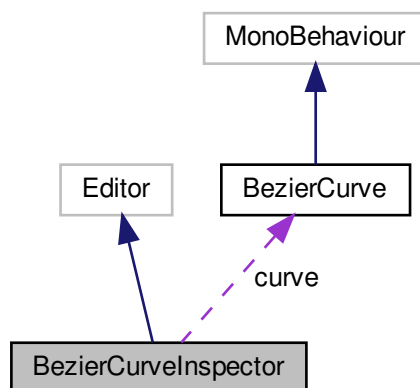
- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/BezierCurve.cs

5.2 BezierCurveInspector Class Reference

Inheritance diagram for BezierCurveInspector:



Collaboration diagram for BezierCurveInspector:



Private Member Functions

- void [OnSceneGUI](#) ()
- void [ShowDirections](#) ()
- Vector3 [ShowPoint](#) (int index)

Private Attributes

- const int [lineSteps](#) = 10
- [BezierCurve](#) [curve](#)
- Transform [handleTransform](#)
- Quaternion [handleRotation](#)
- const float [directionScale](#) = 0.5f

5.2.1 Member Function Documentation

5.2.1.1 OnSceneGUI()

```
void BezierCurveInspector.OnSceneGUI ( ) [inline], [private]
```

5.2.1.2 ShowDirections()

```
void BezierCurveInspector.ShowDirections ( ) [inline], [private]
```

5.2.1.3 ShowPoint()

```
Vector3 BezierCurveInspector.ShowPoint (
    int index ) [inline], [private]
```

5.2.2 Member Data Documentation

5.2.2.1 curve

```
BezierCurve BezierCurveInspector.curve [private]
```

5.2.2.2 directionScale

```
const float BezierCurveInspector.directionScale = 0.5f [private]
```

5.2.2.3 handleRotation

```
Quaternion BezierCurveInspector.handleRotation [private]
```

5.2.2.4 handleTransform

```
Transform BezierCurveInspector.handleTransform [private]
```

5.2.2.5 lineSteps

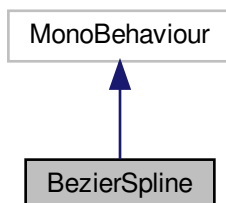
```
const int BezierCurveInspector.lineSteps = 10 [private]
```

The documentation for this class was generated from the following file:

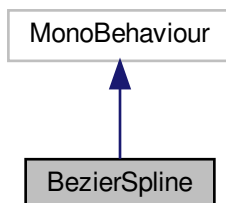
- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/[BezierCurveInspector.cs](#)

5.3 BezierSpline Class Reference

Inheritance diagram for BezierSpline:



Collaboration diagram for BezierSpline:



Public Member Functions

- Vector3 [GetPoint](#) (float t)
- Vector3 [GetVelocity](#) (float t)
- Vector3 [GetDirection](#) (float t)
- void [AddCurve](#) ()
- void [Reset](#) ()
- Vector3 [GetControlPoint](#) (int index)
- void [SetControlPoint](#) (int index, Vector3 point)
- [BezierControlPointMode](#) [GetControlPointMode](#) (int index)
- void [SetControlPointMode](#) (int index, [BezierControlPointMode](#) mode)

Properties

- bool [Loop](#) [get, set]
- int [CurveCount](#) [get]
- int [ControlPointCount](#) [get]

Private Member Functions

- void [EnforceMode](#) (int index)

Private Attributes

- Vector3 [] [points](#)
- [BezierControlPointMode](#) [] [modes](#)
- bool [loop](#)

5.3.1 Member Function Documentation

5.3.1.1 AddCurve()

```
void BezierSpline.AddCurve ( ) [inline]
```

5.3.1.2 EnforceMode()

```
void BezierSpline.EnforceMode (
    int index ) [inline], [private]
```

5.3.1.3 GetControlPoint()

```
Vector3 BezierSpline.GetControlPoint (
    int index ) [inline]
```

5.3.1.4 GetControlPointMode()

```
BezierControlPointMode BezierSpline.GetControlPointMode (
    int index ) [inline]
```

5.3.1.5 GetDirection()

```
Vector3 BezierSpline.GetDirection (
    float t ) [inline]
```

5.3.1.6 GetPoint()

```
Vector3 BezierSpline.GetPoint (
    float t ) [inline]
```

5.3.1.7 GetVelocity()

```
Vector3 BezierSpline.GetVelocity (
    float t ) [inline]
```

5.3.1.8 Reset()

```
void BezierSpline.Reset ( ) [inline]
```

5.3.1.9 SetControlPoint()

```
void BezierSpline.SetControlPoint (
    int index,
    Vector3 point ) [inline]
```

5.3.1.10 SetControlPointMode()

```
void BezierSpline.SetControlPointMode (
    int index,
    BezierControlPointMode mode ) [inline]
```

5.3.2 Member Data Documentation

5.3.2.1 loop

```
bool BezierSpline.loop [private]
```

5.3.2.2 modes

```
BezierControlPointMode [] BezierSpline.modes [private]
```

5.3.2.3 points

```
Vector3 [] BezierSpline.points [private]
```

5.3.3 Property Documentation

5.3.3.1 ControlPointCount

```
int BezierSpline.ControlPointCount [get]
```

5.3.3.2 CurveCount

```
int BezierSpline.CurveCount [get]
```


5.3.3.3 Loop

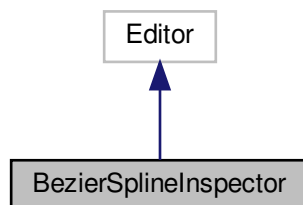
```
bool BezierSpline.Loop [get], [set]
```

The documentation for this class was generated from the following file:

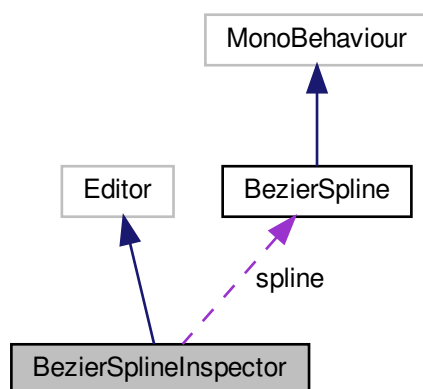
- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/BezierSpline.cs

5.4 BezierSplineInspector Class Reference

Inheritance diagram for BezierSplineInspector:



Collaboration diagram for BezierSplineInspector:



Public Member Functions

- override void [OnInspectorGUI](#) ()

Private Member Functions

- void [OnSceneGUI](#) ()
- Vector3 [ShowPoint](#) (int index)
- void [ShowDirections](#) ()
- void [DrawSelectedPointInspector](#) ()

Private Attributes

- const int [lineSteps](#) = 10
- const float [directionScale](#) = 0.5f
- const int [stepsPerCurve](#) = 10
- const float [handleSize](#) = 0.04f
- const float [pickSize](#) = 0.06f
- int [selectedIndex](#) = -1
- [BezierSpline](#) spline
- Transform [handleTransform](#)
- Quaternion [handleRotation](#)

Static Private Attributes

- static Color [] [modeColors](#)

5.4.1 Member Function Documentation

5.4.1.1 DrawSelectedPointInspector()

```
void BezierSplineInspector.DrawSelectedPointInspector ( ) [inline], [private]
```

5.4.1.2 OnInspectorGUI()

```
override void BezierSplineInspector.OnInspectorGUI ( ) [inline]
```

5.4.1.3 OnSceneGUI()

```
void BezierSplineInspector.OnSceneGUI ( ) [inline], [private]
```

5.4.1.4 ShowDirections()

```
void BezierSplineInspector.ShowDirections ( ) [inline], [private]
```

5.4.1.5 ShowPoint()

```
Vector3 BezierSplineInspector.ShowPoint (
    int index ) [inline], [private]
```

5.4.2 Member Data Documentation

5.4.2.1 directionScale

```
const float BezierSplineInspector.directionScale = 0.5f [private]
```

5.4.2.2 handleRotation

```
Quaternion BezierSplineInspector.handleRotation [private]
```

5.4.2.3 handleSize

```
const float BezierSplineInspector.handleSize = 0.04f [private]
```

5.4.2.4 handleTransform

```
Transform BezierSplineInspector.handleTransform [private]
```

5.4.2.5 lineSteps

```
const int BezierSplineInspector.lineSteps = 10 [private]
```

5.4.2.6 modeColors

```
Color [] BezierSplineInspector.modeColors [static], [private]
```

Initial value:

```
= {  
    Color.white,  
    Color.yellow,  
    Color.cyan  
}
```

5.4.2.7 pickSize

```
const float BezierSplineInspector.pickSize = 0.06f [private]
```

5.4.2.8 selectedIndex

```
int BezierSplineInspector.selectedIndex = -1 [private]
```

5.4.2.9 spline

```
BezierSpline BezierSplineInspector.spline [private]
```

5.4.2.10 stepsPerCurve

```
const int BezierSplineInspector.stepsPerCurve = 10 [private]
```

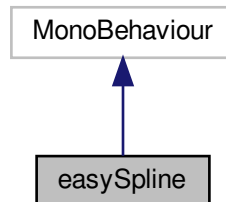
The documentation for this class was generated from the following file:

- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/[BezierSplineInspector.cs](#)

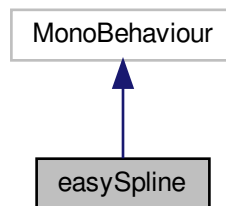
5.5 easySpline Class Reference

Interface to adapt the size of the Spline.

Inheritance diagram for easySpline:



Collaboration diagram for easySpline:



Public Attributes

- float `x` = 1
Length in x
- float `z` = 1
Length in z
- const float `bordersFactorX` = 0.9f
Ratio of x-coordinate borders. Only the bordersFactorX-th will be used.
- const float `bordersFactorZ` = 0.9f
Ratio of y-coordinate borders. Only the bordersFactorZ-th will be used.

Private Member Functions

- void `Start` ()
Resize the Spline at the start of the simulation.

Private Attributes

- const float `lengthSplineX` = 5.770f
X ratio used to resize the Spline at the requested size. Do not modify
- const float `lengthSplineZ` = 2.44f
Z ratio used to resize the Spline at the requested size. Do not modify

5.5.1 Detailed Description

Interface to adapt the size of the Spline.

5.5.2 Member Function Documentation

5.5.2.1 Start()

```
void easySpline.Start ( ) [inline], [private]
```

Resize the Spline at the start of the simulation.

5.5.3 Member Data Documentation

5.5.3.1 bordersFactorX

```
const float easySpline.bordersFactorX = 0.9f
```

Ratio of x-coordinate borders. Only the bordersFactorX-th will be used.

5.5.3.2 bordersFactorZ

```
const float easySpline.bordersFactorZ = 0.9f
```

Ratio of y-coordinate borders. Only the bordersFactorZ-th will be used.

5.5.3.3 lengthSplineX

```
const float easySpline.lengthSplineX = 5.770f [private]
```

X ratio used to resize the Spline at the requested size. Do not modify

5.5.3.4 lengthSplineZ

```
const float easySpline.lengthSplineZ = 2.44f [private]
```

Z ratio used to resize the Spline at the requested size. Do not modify

5.5.3.5 x

```
float easySpline.x = 1
```

Length in x

5.5.3.6 z

```
float easySpline.z = 1
```

Length in z

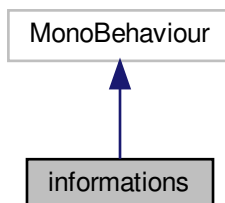
The documentation for this class was generated from the following file:

- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/[easySpline.cs](#)

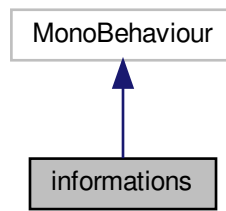
5.6 informations Class Reference

Class that displays some general informations on a Text component.

Inheritance diagram for informations:



Collaboration diagram for informations:



Public Attributes

- float `samplingPeriod` = 1
The time needed for a refresh

Private Member Functions

- void `Start` ()
Initialization function.
- void `FixedUpdate` ()
Updates the Text.
- void `updateText` (float vb, float ab, float vc, float ac, float interD)
Displays on the Text the text with parameters.

Private Attributes

- float `timeStartSampling`
An intern variable to store the time elapsed since the last refresh.

5.6.1 Detailed Description

Class that displays some general informations on a Text component.

5.6.2 Member Function Documentation

5.6.2.1 FixedUpdate()

```
void informations.FixedUpdate ( ) [inline], [private]
```

Updates the Text.

5.6.2.2 Start()

```
void informations.Start ( ) [inline], [private]
```

Initialization function.

5.6.2.3 updateText()

```
void informations.updateText (
    float vb,
    float ab,
    float vc,
    float ac,
    float interD ) [inline], [private]
```

Displays on the Text the text with parameters.

Parameters

<i>vb</i>	The velocity of the bus.
<i>ab</i>	The acceleration of the bus.
<i>vc</i>	The velocity of the car.
<i>ac</i>	The acceleration of the car.
<i>interD</i>	The inter-distance between the two vehicles.

5.6.3 Member Data Documentation

5.6.3.1 samplingPeriod

```
float informations.samplingPeriod = 1
```

The time needed for a refresh

5.6.3.2 timeStartSampling

```
float informations.timeStartSampling [private]
```

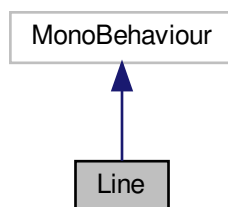
An intern variable to store the time elapsed since the last refresh.

The documentation for this class was generated from the following file:

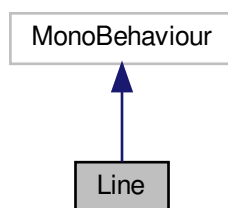
- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/UI/[informations.cs](#)

5.7 Line Class Reference

Inheritance diagram for Line:



Collaboration diagram for Line:



Public Attributes

- Vector3 [p0](#)

Private Attributes

- Vector3 [p1](#)

5.7.1 Member Data Documentation

5.7.1.1 p0

Vector3 Line.p0

5.7.1.2 p1

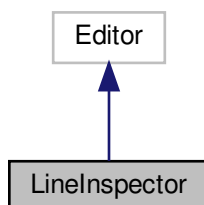
```
Vector3 Line.p1 [private]
```

The documentation for this class was generated from the following file:

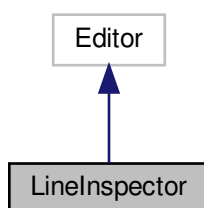
- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/[Line.cs](#)

5.8 LineInspector Class Reference

Inheritance diagram for LineInspector:



Collaboration diagram for LineInspector:



Private Member Functions

- void [OnSceneGUI](#) ()

5.8.1 Member Function Documentation

5.8.1.1 OnSceneGUI()

```
void LineInspector.OnSceneGUI ( ) [inline], [private]
```

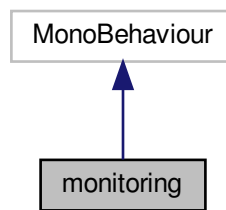
The documentation for this class was generated from the following file:

- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/[LineInspector.cs](#)↔

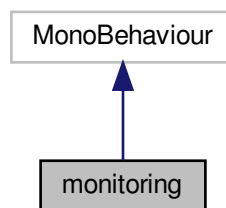
5.9 monitoring Class Reference

This class monitors, by retrieving different informations in the scene.

Inheritance diagram for monitoring:



Collaboration diagram for monitoring:



Public Attributes

- float [samplingPeriod](#) = 1
The time for every value update

Properties

- static float `velocityBus` [get, private set]
The velocity of the bus obtained after the data has been filtered.
- static float `velocityCar` [get, private set]
The velocity of the car obtained after the data has been filtered.
- static float `accelerationBus` [get, private set]
The acceleration of the bus obtained after the data has been filtered.
- static float `accelerationCar` [get, private set]
The acceleration of the car obtained after the data has been filtered.
- static float `interDistance` [get, private set]
The inter-distance obtained after the data has been filtered.

Private Member Functions

- void `Start` ()
Initialisation of the class.
- void `FixedUpdate` ()
Function that updates every frame the data. And every 'samplingPeriod' it publishes the filtered data in public variables.
- float `average` (float[] arr, int `indexSampling`)
Function that computes the average of the `indexSampling`-th elements of a float array.
- Vector3 `average` (Vector3[] arr, int `indexSampling`)
Function that computes the average of the `indexSampling`-th elements of a Vector3 array.
- void `arrayShiftRight< T >` (T[] arr)
Function that shifts every element of a array to the right.

Private Attributes

- const int `nbDataMax` = 10000
The max number of data informations that can be stored.
- float `timeStartSampling`
Variable to store the elapsed time since the last data merge.
- int `indexSampling`
The current number of data sample that has been gathered but not merged.
- Vector3 [] `posBus`
The raw data of bus positon. Filled over time.
- Vector3 [] `posCar`
The raw data of car positon. Filled over time.
- float [] `velocityBusArr`
The raw data of bus velocity. Filled over time.
- float [] `velocityCarArr`
The raw data of car velocity. Filled over time.
- float [] `accelerationBusArr`
The raw data of bus acceleration. Filled over time.
- float [] `accelerationCarArr`
The raw data of car acceleration. Filled over time.
- float [] `interDistanceArr`
The raw data of the inter-distance. Filled over time.
- double [] `arrayDeltaTime`
The raw data of the time elapsed between every sample. Filled over time.

5.9.1 Detailed Description

This class monitors, by retrieving different informations in the scene.

5.9.2 Member Function Documentation

5.9.2.1 `arrayShiftRight< T >()`

```
void monitoring.arrayShiftRight< T > (
    T [] arr ) [inline], [private]
```

Function that shifts every element of a array to the right.

Parameters

<i>arr</i>	Source array of elements, type of template T
------------	--

Initialize the 0-th element with the default T value.

5.9.2.2 `average()` [1/2]

```
float monitoring.average (
    float [] arr,
    int indexSampling ) [inline], [private]
```

Function that computes the average of the `indexSampling`-th elements of a float array.

Parameters

<i>arr</i>	The float array source
------------	------------------------

Returns

The average value

5.9.2.3 `average()` [2/2]

```
Vector3 monitoring.average (
    Vector3 [] arr,
    int indexSampling ) [inline], [private]
```

Function that computes the average of the `indexSampling`-th elements of a `Vector3` array.

Parameters

<i>arr</i>	The Vector3 array source
------------	--------------------------

Returns

The average value, stored in a `Vector3`

5.9.2.4 FixedUpdate()

```
void monitoring.FixedUpdate ( ) [inline], [private]
```

Function that updates every frame the data. And every 'samplingPeriod' it publishes the filtered data in public variables.

5.9.2.5 Start()

```
void monitoring.Start ( ) [inline], [private]
```

Initialisation of the class.

5.9.3 Member Data Documentation

5.9.3.1 accelerationBusArr

```
float [ ] monitoring.accelerationBusArr [private]
```

The raw data of bus acceleration. Filled over time.

5.9.3.2 accelerationCarArr

```
float [ ] monitoring.accelerationCarArr [private]
```

The raw data of car acceleration. Filled over time.

5.9.3.3 arrayDeltaTime

```
double [] monitoring.arrayDeltaTime [private]
```

The raw data of the time elapsed between every sample. Filled over time.

5.9.3.4 indexSampling

```
int monitoring.indexSampling [private]
```

The current number of data sample that has been gathered but not merged.

5.9.3.5 interDistanceArr

```
float [] monitoring.interDistanceArr [private]
```

The raw data of the inter-distance. Filled over time.

5.9.3.6 nbDataMax

```
const int monitoring.nbDataMax = 10000 [private]
```

The max number of data informations that can be stored.

5.9.3.7 posBus

```
Vector3 [] monitoring.posBus [private]
```

The raw data of bus position. Filled over time.

5.9.3.8 posCar

```
Vector3 [] monitoring.posCar [private]
```

The raw data of car position. Filled over time.

5.9.3.9 samplingPeriod

```
float monitoring.samplingPeriod = 1
```

The time for every value update

5.9.3.10 timeStartSampling

```
float monitoring.timeStartSampling [private]
```

Variable to store the elapsed time since the last data merge.

5.9.3.11 velocityBusArr

```
float [] monitoring.velocityBusArr [private]
```

The raw data of bus velocity. Filled over time.

5.9.3.12 velocityCarArr

```
float [] monitoring.velocityCarArr [private]
```

The raw data of car velocity. Filled over time.

5.9.4 Property Documentation

5.9.4.1 accelerationBus

```
float monitoring.accelerationBus [static], [get], [private set]
```

The acceleration of the bus obtained after the data has been filtered.

5.9.4.2 accelerationCar

```
float monitoring.accelerationCar [static], [get], [private set]
```

The acceleration of the car obtained after the data has been filtered.

5.9.4.3 interDistance

```
float monitoring.interDistance [static], [get], [private set]
```

The inter-distance obtained after the data has been filtered.

5.9.4.4 velocityBus

```
float monitoring.velocityBus [static], [get], [private set]
```

The velocity of the bus obtained after the data has been filtered.

5.9.4.5 velocityCar

```
float monitoring.velocityCar [static], [get], [private set]
```

The velocity of the car obtained after the data has been filtered.

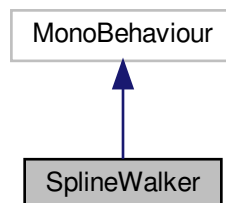
The documentation for this class was generated from the following file:

- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/[monitoring.cs](#)

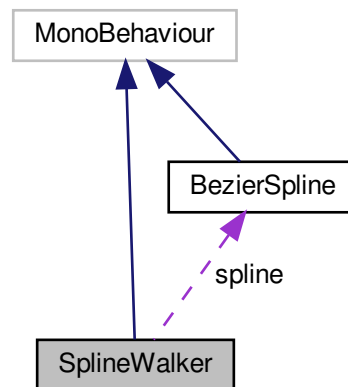
5.10 SplineWalker Class Reference

Class that handles the movements a Vehicle on a Spline.

Inheritance diagram for SplineWalker:



Collaboration diagram for SplineWalker:



Public Attributes

- [BezierSpline spline](#)
The Spline to follow
- bool [isFollowing](#) = false
Is the GameObject following another one.
- bool [isDriving](#)
Is the GameObject using a realistic method to move.
- float [velocity](#)
Speed of the GameObject when controls are not handled by the driving car controller.
- GameObject [followsGameObject](#)
If isFollowing is enabled, this is the GameObject to follow.
- float [distanceFollowing](#) = 15f
The wanted interdistance between the two GameObject. Only needed for the follower.

Properties

- float [progress](#) [get, private set]
The progress of the GameObject over the Spline. Range from 0 to 1 in float.

Private Member Functions

- void [Start](#) ()
Initialization of the class
- void [FixedUpdate](#) ()
Updates the path every frame.
- float [findNearestPointInSpline](#) ()
Find the nearest progress point from the leader GameObject in the spline.
- void [lookForward](#) (float lookingDistance)
Force the GameObject to look forward the Spline.

Private Attributes

- CarController `m_Car`
The realistic controller.
- const float `sampling` = 100
Discretisation of intervals.

5.10.1 Detailed Description

Class that handles the movements a Vehicle on a Spline.

<https://catlikecoding.com/unity/tutorials/curves-and-splines/>

5.10.2 Member Function Documentation

5.10.2.1 findNearestPointInSpline()

```
float SplineWalker.findNearestPointInSpline ( ) [inline], [private]
```

Find the nearest progress point from the leader GameObject in the spline.

Returns

The value of progress.

5.10.2.2 FixedUpdate()

```
void SplineWalker.FixedUpdate ( ) [inline], [private]
```

Updates the path every frame.

5.10.2.3 lookForward()

```
void SplineWalker.lookForward (
    float lookingDistance ) [inline], [private]
```

Force the GameObject to look forward the Spline.

Parameters

<i>lookingDistance</i>	The distance the GameObject will look next on the spline. Can't be higher than the two extremities distance.
------------------------	--

Returns

The value of progress.

5.10.2.4 Start()

```
void SplineWalker.Start ( ) [inline], [private]
```

Initialization of the class

5.10.3 Member Data Documentation**5.10.3.1 distanceFollowing**

```
float SplineWalker.distanceFollowing = 15f
```

The wanted interdistance between the two GameObject. Only needed for the follower.

5.10.3.2 followsGameObject

```
GameObject SplineWalker.followsGameObject
```

If isFollowing is enabled, this is the GameObject to follow.

5.10.3.3 isDriving

```
bool SplineWalker.isDriving
```

Is the GameObject using a realistic method to move.

5.10.3.4 isFollowing

```
bool SplineWalker.isFollowing = false
```

Is the GameObject following another one.

5.10.3.5 m_Car

```
CarController SplineWalker.m_Car [private]
```

The realistic controller.

5.10.3.6 sampling

```
const float SplineWalker.sampling = 100 [private]
```

Discretisation of intervals.

5.10.3.7 spline

```
BezierSpline SplineWalker.spline
```

The Spline to follow

5.10.3.8 velocity

```
float SplineWalker.velocity
```

Speed of the GameObject when controls are not handled by the driving car controller.

5.10.4 Property Documentation

5.10.4.1 progress

```
float SplineWalker.progress [get], [private set]
```

The progress of the GameObject over the Spline. Range from 0 to 1 in float.

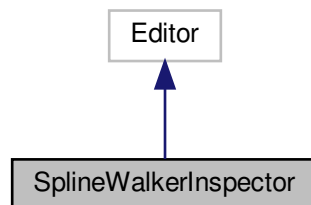
The documentation for this class was generated from the following file:

- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/[SplineWalker.cs](#)

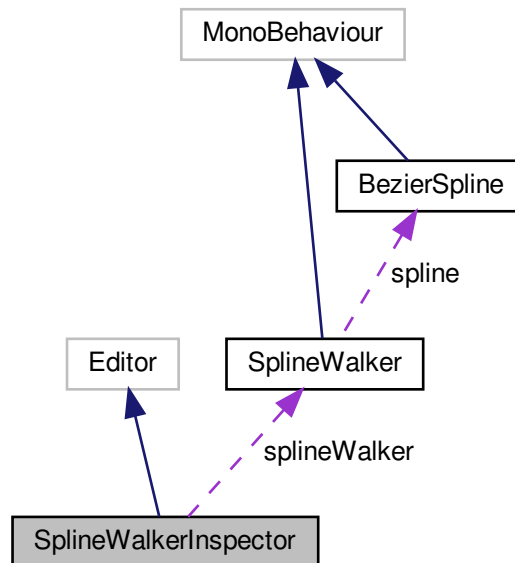
5.11 SplineWalkerInspector Class Reference

Class that format the [SplineWalker](#) settings to a more user-friendly one.

Inheritance diagram for SplineWalkerInspector:



Collaboration diagram for SplineWalkerInspector:



Public Member Functions

- override void [OnInspectorGUI](#) ()
Updates the GUI

Private Attributes

- [SplineWalker splineWalker](#)

The [SplineWalker](#) that will be modified with the GUI.

5.11.1 Detailed Description

Class that format the [SplineWalker](#) settings to a more user-friendly one.

5.11.2 Member Function Documentation

5.11.2.1 OnInspectorGUI()

```
override void SplineWalkerInspector.OnInspectorGUI ( ) [inline]
```

Updates the GUI

5.11.3 Member Data Documentation

5.11.3.1 splineWalker

```
SplineWalker SplineWalkerInspector.splineWalker [private]
```

The [SplineWalker](#) that will be modified with the GUI.

The documentation for this class was generated from the following file:

- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/[SplineWalkerInspector.cs](#)↔

Chapter 6

File Documentation

6.1 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Bezier.cs File Reference

Classes

- class **Bezier**

6.2 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/BezierControlPointMode.cs File Reference

Enumerations

- enum `BezierControlPointMode` { `BezierControlPointMode.Free`, `BezierControlPointMode.Aligned`, `BezierControlPointMode.Mirrored` }

6.2.1 Enumeration Type Documentation

6.2.1.1 BezierControlPointMode

enum `BezierControlPointMode` [strong]

Enumerator

Free	
Aligned	
Mirrored	

6.3 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/↔ Bezier/BezierCurve.cs File Reference

Classes

- class [BezierCurve](#)

6.4 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/↔ Bezier/BezierSpline.cs File Reference

Classes

- class [BezierSpline](#)

6.5 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/↔ Bezier/easySpline.cs File Reference

Classes

- class [easySpline](#)
Interface to adapt the size of the Spline.

6.6 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/↔ Bezier/Editor/BezierCurveInspector.cs File Reference

Classes

- class [BezierCurveInspector](#)

6.7 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/↔ Bezier/Editor/BezierSplineInspector.cs File Reference

Classes

- class [BezierSplineInspector](#)

6.8 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/↔ Bezier/Editor/LinInspector.cs File Reference

Classes

- class [LinInspector](#)

6.9 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/SplineWalkerInspector.cs File Reference

Classes

- class [SplineWalkerInspector](#)
Class that format the [SplineWalker](#) settings to a more user-friendly one.

6.10 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Line.cs File Reference

Classes

- class [Line](#)

6.11 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/SplineWalker.cs File Reference

Classes

- class [SplineWalker](#)
Class that handles the movements a Vehicle on a Spline.

6.12 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/monitoring.cs File Reference

Classes

- class [monitoring](#)
This class monitors, by retrieving differents informations in the scene.

6.13 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/U/I/informations.cs File Reference

Classes

- class [informations](#)
Class that displays some general informations on a Text component.

6.14 mainpage.doc File Reference

Index

- [/root/Documents/Unity_ST40/Suratram_mixedReality↔](#)
 - [Simulator/Assets/Scripts/Bezier/Bezier.cs, 41](#)
- [/root/Documents/Unity_ST40/Suratram_mixedReality↔](#)
 - [Simulator/Assets/Scripts/Bezier/Bezier↔](#)
 - [ControlPointMode.cs, 41](#)
- [/root/Documents/Unity_ST40/Suratram_mixedReality↔](#)
 - [Simulator/Assets/Scripts/Bezier/Bezier↔](#)
 - [Curve.cs, 42](#)
- [/root/Documents/Unity_ST40/Suratram_mixedReality↔](#)
 - [Simulator/Assets/Scripts/Bezier/Bezier↔](#)
 - [Spline.cs, 42](#)
- [/root/Documents/Unity_ST40/Suratram_mixedReality↔](#)
 - [Simulator/Assets/Scripts/Bezier/Editor/↔](#)
 - [BezierCurveInspector.cs, 42](#)
- [/root/Documents/Unity_ST40/Suratram_mixedReality↔](#)
 - [Simulator/Assets/Scripts/Bezier/Editor/↔](#)
 - [BezierSplineInspector.cs, 42](#)
- [/root/Documents/Unity_ST40/Suratram_mixedReality↔](#)
 - [Simulator/Assets/Scripts/Bezier/Editor/Line↔](#)
 - [Inspector.cs, 42](#)
- [/root/Documents/Unity_ST40/Suratram_mixedReality↔](#)
 - [Simulator/Assets/Scripts/Bezier/Editor/↔](#)
 - [SplineWalkerInspector.cs, 43](#)
- [/root/Documents/Unity_ST40/Suratram_mixedReality↔](#)
 - [Simulator/Assets/Scripts/Bezier/Line.cs, 43](#)
- [/root/Documents/Unity_ST40/Suratram_mixedReality↔](#)
 - [Simulator/Assets/Scripts/Bezier/Spline↔](#)
 - [Walker.cs, 43](#)
- [/root/Documents/Unity_ST40/Suratram_mixedReality↔](#)
 - [Simulator/Assets/Scripts/Bezier/easy↔](#)
 - [Spline.cs, 42](#)
- [/root/Documents/Unity_ST40/Suratram_mixedReality↔](#)
 - [Simulator/Assets/Scripts/UI/informations.cs, 43](#)
- [/root/Documents/Unity_ST40/Suratram_mixedReality↔](#)
 - [Simulator/Assets/Scripts/monitoring.cs, 43](#)
- [accelerationBus](#)
 - [monitoring, 33](#)
- [accelerationBusArr](#)
 - [monitoring, 31](#)
- [accelerationCar](#)
 - [monitoring, 33](#)
- [accelerationCarArr](#)
 - [monitoring, 31](#)
- [AddCurve](#)
 - [BezierSpline, 14](#)
- [arrayDeltaTime](#)
 - [monitoring, 31](#)
- [arrayShiftRight< T >](#)
 - [monitoring, 30](#)
- [average](#)
 - [monitoring, 30](#)
- [BezierControlPointMode](#)
 - [BezierControlPointMode.cs, 41](#)
- [BezierControlPointMode.cs](#)
 - [BezierControlPointMode, 41](#)
- [BezierCurve, 9](#)
 - [GetDirection, 10](#)
 - [GetPoint, 10](#)
 - [GetVelocity, 10](#)
 - [points, 10](#)
 - [Reset, 10](#)
- [BezierCurveInspector, 11](#)
 - [curve, 12](#)
 - [directionScale, 12](#)
 - [handleRotation, 12](#)
 - [handleTransform, 13](#)
 - [lineSteps, 13](#)
 - [OnSceneGUI, 12](#)
 - [ShowDirections, 12](#)
 - [ShowPoint, 12](#)
- [BezierSpline, 13](#)
 - [AddCurve, 14](#)
 - [ControlPointCount, 16](#)
 - [CurveCount, 16](#)
 - [EnforceMode, 14](#)
 - [GetControlPoint, 14](#)
 - [GetControlPointMode, 15](#)
 - [GetDirection, 15](#)
 - [GetPoint, 15](#)
 - [GetVelocity, 15](#)
 - [Loop, 16](#)
 - [loop, 16](#)
 - [modes, 16](#)
 - [points, 16](#)
 - [Reset, 15](#)
 - [SetControlPoint, 15](#)
 - [SetControlPointMode, 15](#)
- [BezierSplineInspector, 17](#)
 - [directionScale, 19](#)
 - [DrawSelectedPointInspector, 18](#)
 - [handleRotation, 19](#)
 - [handleSize, 19](#)
 - [handleTransform, 19](#)
 - [lineSteps, 19](#)
 - [modeColors, 19](#)
 - [OnInspectorGUI, 18](#)
 - [OnSceneGUI, 18](#)

- pickSize, 20
 - selectedIndex, 20
 - ShowDirections, 18
 - ShowPoint, 19
 - spline, 20
 - stepsPerCurve, 20
- bordersFactorX
 - easySpline, 22
- bordersFactorZ
 - easySpline, 22
- ControlPointCount
 - BezierSpline, 16
- curve
 - BezierCurveInspector, 12
- CurveCount
 - BezierSpline, 16
- directionScale
 - BezierCurveInspector, 12
 - BezierSplineInspector, 19
- distanceFollowing
 - SplineWalker, 37
- DrawSelectedPointInspector
 - BezierSplineInspector, 18
- easySpline, 21
 - bordersFactorX, 22
 - bordersFactorZ, 22
 - lengthSplineX, 22
 - lengthSplineZ, 22
 - Start, 22
 - x, 23
 - z, 23
- EnforceMode
 - BezierSpline, 14
- findNearestPointInSpline
 - SplineWalker, 36
- FixedUpdate
 - informations, 24
 - monitoring, 31
 - SplineWalker, 36
- followsGameObject
 - SplineWalker, 37
- GetControlPoint
 - BezierSpline, 14
- GetControlPointMode
 - BezierSpline, 15
- GetDirection
 - BezierCurve, 10
 - BezierSpline, 15
- GetPoint
 - BezierCurve, 10
 - BezierSpline, 15
- GetVelocity
 - BezierCurve, 10
 - BezierSpline, 15
- handleRotation
 - BezierCurveInspector, 12
 - BezierSplineInspector, 19
- handleSize
 - BezierSplineInspector, 19
- handleTransform
 - BezierCurveInspector, 13
 - BezierSplineInspector, 19
- indexSampling
 - monitoring, 32
- informations, 23
 - FixedUpdate, 24
 - samplingPeriod, 25
 - Start, 24
 - timeStartSampling, 25
 - updateText, 25
- interDistance
 - monitoring, 33
- interDistanceArr
 - monitoring, 32
- isDriving
 - SplineWalker, 37
- isFollowing
 - SplineWalker, 37
- lengthSplineX
 - easySpline, 22
- lengthSplineZ
 - easySpline, 22
- Line, 26
 - p0, 26
 - p1, 26
- LineInspector, 27
 - OnSceneGUI, 27
- lineSteps
 - BezierCurveInspector, 13
 - BezierSplineInspector, 19
- lookForward
 - SplineWalker, 36
- Loop
 - BezierSpline, 16
- loop
 - BezierSpline, 16
- m_Car
 - SplineWalker, 38
- mainpage.doc, 43
- modeColors
 - BezierSplineInspector, 19
- modes
 - BezierSpline, 16
- monitoring, 28
 - accelerationBus, 33
 - accelerationBusArr, 31
 - accelerationCar, 33
 - accelerationCarArr, 31
 - arrayDeltaTime, 31
 - arrayShiftRight< T >, 30

- average, 30
 - FixedUpdate, 31
 - indexSampling, 32
 - interDistance, 33
 - interDistanceArr, 32
 - nbDataMax, 32
 - posBus, 32
 - posCar, 32
 - samplingPeriod, 32
 - Start, 31
 - timeStartSampling, 33
 - velocityBus, 34
 - velocityBusArr, 33
 - velocityCar, 34
 - velocityCarArr, 33
- nbDataMax
- monitoring, 32
- OnInspectorGUI
- BezierSplineInspector, 18
 - SplineWalkerInspector, 40
- OnSceneGUI
- BezierCurveInspector, 12
 - BezierSplineInspector, 18
 - LineInspector, 27
- p0
- Line, 26
- p1
- Line, 26
- pickSize
- BezierSplineInspector, 20
- points
- BezierCurve, 10
 - BezierSpline, 16
- posBus
- monitoring, 32
- posCar
- monitoring, 32
- progress
- SplineWalker, 38
- Reset
- BezierCurve, 10
 - BezierSpline, 15
- sampling
- SplineWalker, 38
- samplingPeriod
- informations, 25
 - monitoring, 32
- selectedIndex
- BezierSplineInspector, 20
- SetControlPoint
- BezierSpline, 15
- SetControlPointMode
- BezierSpline, 15
- ShowDirections
- BezierCurveInspector, 12
 - BezierSplineInspector, 18
- ShowPoint
- BezierCurveInspector, 12
 - BezierSplineInspector, 19
- spline
- BezierSplineInspector, 20
 - SplineWalker, 38
- SplineWalker, 34
- distanceFollowing, 37
 - findNearestPointInSpline, 36
 - FixedUpdate, 36
 - followsGameObject, 37
 - isDriving, 37
 - isFollowing, 37
 - lookForward, 36
 - m_Car, 38
 - progress, 38
 - sampling, 38
 - spline, 38
 - Start, 37
 - velocity, 38
- splineWalker
- SplineWalkerInspector, 40
- SplineWalkerInspector, 39
- OnInspectorGUI, 40
 - splineWalker, 40
- Start
- easySpline, 22
 - informations, 24
 - monitoring, 31
 - SplineWalker, 37
- stepsPerCurve
- BezierSplineInspector, 20
- timeStartSampling
- informations, 25
 - monitoring, 33
- updateText
- informations, 25
- velocity
- SplineWalker, 38
- velocityBus
- monitoring, 34
- velocityBusArr
- monitoring, 33
- velocityCar
- monitoring, 34
- velocityCarArr
- monitoring, 33
- x
- easySpline, 23
- z
- easySpline, 23