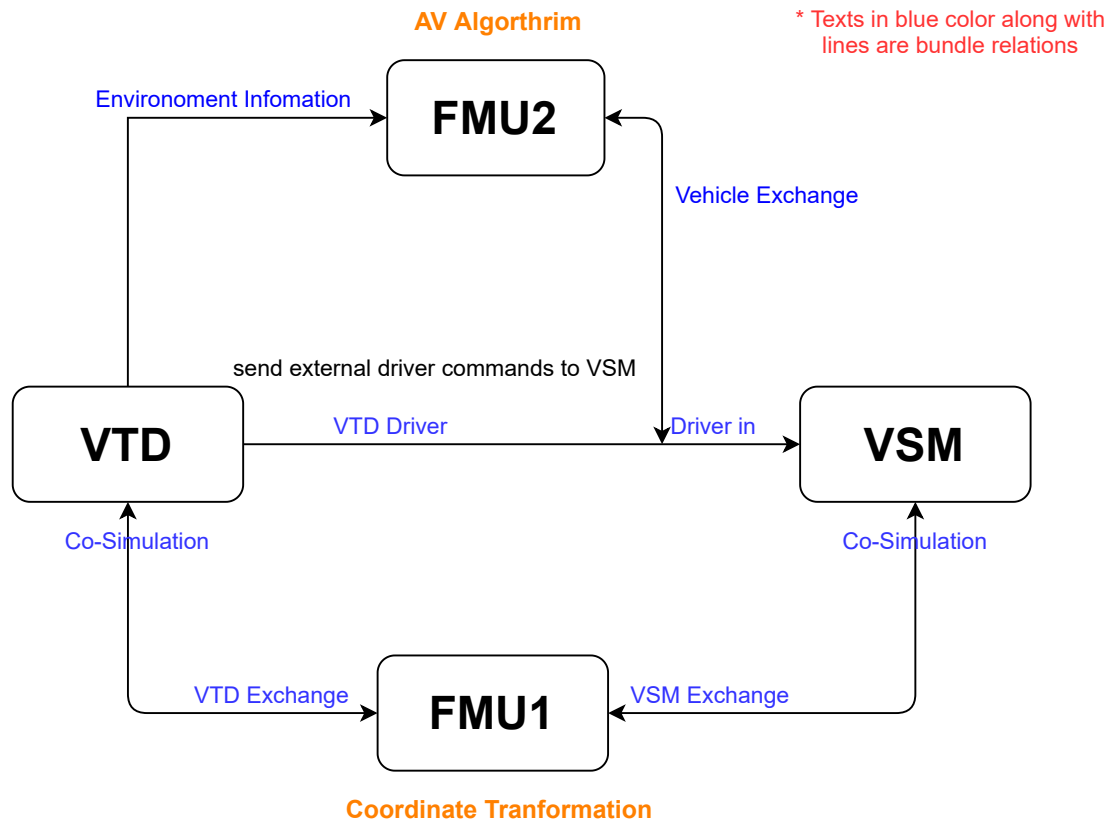


# FMU Project Design



Components	
VTD	<b>&lt;Virtual Test Drive&gt;</b> Define <b>scenarios.xml</b> file which contains 1. Player/Obstacle's info: start & end position, speed, waypoints/trajectory 2. Ego/Bus's information: start & end position, speed, waypoints/trajectory Define <b>configuration.xml</b> file which contains 1. Sensor's information, such as front sensor 2. Lidar's information: Pointcloud data, current position (Need to be implemented)
VSM	<b>&lt;Vehicle Simulation Model&gt;</b> Define bus's modules : Vehicle, Steering system, gearbox ..
FMU1	<b>&lt;Functional Mockup Interface standard (FMI)&gt;</b> Coordinate Tranformation For data exchange between two system
FMU2	<b>&lt;Functional Mockup Interface standard (FMI)&gt;</b> AV bus algothrim such as Localization, Planning, Obstacle detection modules