Scene

ParseArgs,

Init,

Clear,

Reset,

Update,

Draw,

Keyboard,

MouseClick,

MouseMove,

Reshape,

Shutdown,

IsDone,

GetTime,

HasRandSeed,

SetRandSeed,

GetRandSeed,

IsEpisodeEnd,

CheckValidEpisode,

GetName

ResetParams,

ResetScene,

InitTimers,

ResetTimers,

UpdateTimers

RLScene

enum eMode: train, test, max

enum eTerminate: null, fail, succ, max

Init, Clear, IsEpisodeEnd,

GetNumAgents,

NeedNewAction,

RecordState, RecordGoal,

SetAction,

GetActionSpace,

GetStateSize, GetGoalSize, GetActionSize,

GetNumActions,

BuildStateOffsetScale,

BuildGoalOffsetScale,

BuildActionOffsetScale,

BuildActionBounds,

BuildStateNormGroups,

BuildGoalNormGroups,

CalcReward,

CalcRewardMin,

CalcRewardMax,

CalcRewardFail,

CalcRewardSucc,

CheckTerminate,

SetSampleCount,

SetMode,

EnableAMPTaskReward,

GetAMPObsSize, GetAMPObsOffset,

GetAMPObsScale, GetAMPObsNormGroup,

RecordAMPObsAgent,

RecordAMPObsExpert,

LogVal

SceneSimChar

struct tObjEntry,

struct tJointEntry,

ParseArgs, Init, Clear, Update,

SetRandSeed, GetName, ResetScene,

GetNumChars, GetCharacter, GetWorld, GetCharPos, GetGround, GetGravity,

LoadControlParams,

AddPerturb, ApplyRandForce,

RayTest, SetGroundParamBlend,

GetNumParamSets,

OutputCharState, OutputGround,

ResolveCharGroundIntersect,

SpawnProjectile, SpawnBigProjectile,

GetNumObjs, GetObj, GetObjEntry,

struct tPerturbParams,

ParseCharTypes, ParseCharParams, ParseCharCtrlParams,

BuildWorld, BuildCharacters, BuildGround, BuildController,

SetFallContacts,

InitCharacterPos, InitCharacterPosFixed,

SetCharRandPlacement,

CalcCharRandPlacement,

UpdateWorld, UpdateCaracters,

UpdateGround, UpdateRandPerturb,

ResetCharacters, ResetWorld, ResetGround,

PreUpdate, PostUpdate,

GetRandPerturbPartID, GetViewBound, GetNumJoints,

ParseGroundParams,

UpdateObjs, UpdateJoints,

ClearJointForces, ClearObjs, ClearJoints,

AddObj, AddJoint, RemoveObj,

RemoveJoint,

HasFallen, HasFallenContact,

SpawnProjectile,

ResetRandPertrub

SceneImitate

ParseArgs, Init, GetName,

GetKinChar,

EnableRandRotReset,

CalcReward,

CheckTerminate,

ParseKinCtrlParams,

BuildCharacters, BuildController,

BuildCharacter, BuildKinController,

CalcJointWeights

UpdateCharacters, UpdateKinChar,

ResetCharacters, ResetKinChar,

SyncCharacters, SyncKinCharRoot,

SyncCharNewCycle,

EnableSyncChar,

InitCharacterPosFixed, InitJointWeights,

ResolveCharGroundIntersect,

GetKinTime,

CheckKinNewCycle, CheckRootRotFail,

HasFallen,

CalcRandKinResetTime, CalcRewardImitate,

SceneImitateAMP

TimeWarpCost,

ParseArgs, Init, Reset, GetName,

CalcReward,

CheckTerminate,

EnableAMPTaskReward,

GetAMPObsSize, GetAMPObsOffset,

GetAMPObsScale, GetAMPObsNormGroup,

RecordAMPObsAgent,

RecordAMPObsExpert,

NewActionUpdate,

InitHist,

UpdateHist,

CalcRewardTimeWarp,

GetAMPObsPoseSize,

GetAMPObsVelSize,

SampleExpertMotion,

BuildAMPObs,

RecordAMPObsPose,

RecordAMPObsVel,

EnableTestTimeWarp,

GetTimeWarpDataDim,

BuildTimeWarper, ResetTimeWarper,

UpdateTimeWarper,

BuildTimeWarpData

SceneTargetAMP

ParseArgs, Init, Reset, Update, GetName,

CalcReward,

GetTargetSpeed, SetTargetSpeed,

GetTargetPos, SetTargetPos,

EnableRandTargetPos,

GetTargetSuccDist,

CheckTargetSucc,

CheckTerminate,

RecordGoal,

GetGoalSize,

EnableAMPTaskReward,

InitTarget, UpdateTarget, ResetTarget,

CheckTargetReset,

ResetTargetPos,

SampleRandTargetPos,

GetMaxTargetDist,

CheckTarDistFail,

CheckTerminateTarget,

EnableTestTimeWarp

SceneDribbleAMP

ParseArgs, Init, Reset, GetName,

CalcReward,

SetBallPos, GetBallPos, GetTarObjID,

RecordState, RecordGoal,

GetStateSize,

BuildStateOffsetScale, BuildStateNormGroups,

InitAgentTarObjRecord,

ResetAgentTarObjRecord,

UpdateAgentTarObjRecord,

GetBallRadius,

NewActionUpdate,

HasFallen,

CheckCharObjDistFail,

CheckTarObjDistFail,

UpdateObjs, ClearObjs,

CalcRewardTrain, CalcRewardTest,

InitTarObjs, BuildTarObjs, ResetTarObjs,

UpdateTarObjs, SetTarObjs,

CheckTargetSucc,

CheckTerminateTarget,

GetTarObjMinDist, GetTarObjMaxDist,

SampleRandTargetPos,

RecordCtrlState,

GetCtrlStateSize,

BuildCtrlStateOffsetScale,

BuildCtrlStateNormGroups,

RecordTaskState, GetTaskState,

BuildTaskStateOffsetScale

BuildTaskStateNormGroups

SceneHeadingAMP

ParseArgs, GetName,

CalcReward,

SetTargetSpeed,

SetTargetHeading, GetTargetHeading,

SetTargetPos, GetTargetPos,

EnableTargetPos,

EnableRandSpeed,

GetGoalSize,

RecordGoal,

UpdateTargetHeading,

UpdateTargetSpeed,

UpdateTarget, ResetTarget,

CheckTarDistFail