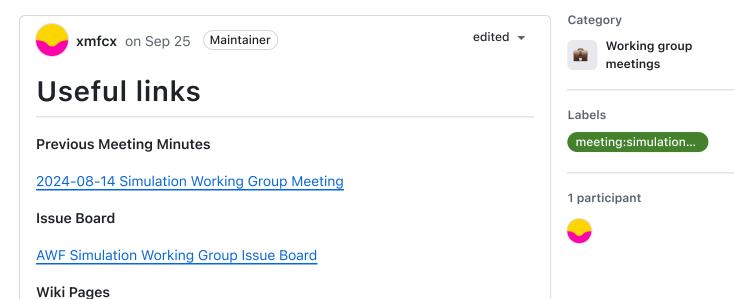


Simulation Working Group Meeting 2024/09/25 #5280

xmfcx started this conversation in Working group meetings



Agenda Summary

Recording from the meeting

Bus ODD E2E Simulator Requirements

Tier IV AWSIM:

yp12

- o snow Lidar simulation feature, private
 - It's more like a template to support interface
- fix(lidar): change point cloud format from PointXYZIRCEADT to PointXYZIRCAEDT tier4/AWSIM#357

https://drive.google.com/drive/folders/1IX3h2MLvs3TTncQrnvm3kCNRmbXH

- fix: do not spawn NPC Vehicle when is closer than X to EGO tier4/AWSIM#355
 - Don't spawn npc's very close to the ego vehicle
- list GeoCoordinate parameter accessibility from inspector tier4/AWSIM#350
 - Adds lat lon alt to world origin geo coordinate field
- Remove pedestrian duplicates from Autoware scene tier4/AWSIM#344
 - o duplicate pedestrians in the same place

- like fix(NPCVehicleCognitionStep): add isCloseEachOther check tier4/AWSIM#337
 - o also improves the traffic performance by distance check
- & Added Sensor (Lidar and Imu) Test tier4/AWSIM#321
 - o CI
- Update Ros2ForUnity asset and add service hanling tier4/AWSIM#343
 - AWSIM supports service communication now
- Fix VehicleRos2Input causing SilentError in binary AWSIM tier4/AWSIM#342
 - Fix crash when nan values are sent from autoware
- AWSIM Labs:
 - **%** fix: ego position update AWSIM-Labs#156
 - **Feat: vehicle dashboard** AWSIM-Labs#151
 - **%** docs: remove pedal map step AWSIM-Labs#153
 - fix: add null checks when accessing camera components AWSIM-Labs#150
 - **%** fix: vehicle initial gear AWSIM-Labs#145
 - **%** feat: add ss2 scene to launch setup AWSIM-Labs#142
 - **fix: traffic manager reference** AWSIM-Labs#143
 - % feat: VPP CE Integration AWSIM-Labs#116
 - https://www.youtube.com/watch?v=oTl1rWWoBQw
 - https://autowarefoundation.github.io/AWSIM-Labs/main/GettingStarted/ParkingArea/
 - **leat: interactive mode for rviz npcs** AWSIM-Labs#132



0 comments