

Bug ID	Report Type	Title	Description	Working Group
4018	Feature	Syntax for defining 3D models	See bug in bugzilla	Harmonization OpenX
4325	Feature	Conversion of high-level maneuver descriptions to trajectories using parameterized NURBS	See bug in bugzilla	Actions & controllers
4019	Feature	Non movement actions	See bug in bugzilla	Actions & controllers
4028	Feature	[Redmine #8197] Allow simple calculations using scenario parameters	See bug in bugzilla	Parametrization & complex conditions
4029	Feature	[Redmine #8085] Define minimum set of parameters to be supported by SimEngine	See bug in bugzilla	Parametrization & complex conditions
4234	Clarification	Controller functionality during runtime unclear	See bug in bugzilla	Actions & controllers
4033	Feature	[Redmine #5493] Define naming scheme for parameters	See bug in bugzilla	Harmonization OpenX
4036	Improvement	[Redmine #4253] make order of children elements in xosc files arbitrary	See bug in bugzilla	Runtime / system boundaries
4037	Feature	[Redmine #6354] BoundingBox	See bug in bugzilla	Parametrization & complex conditions
4041	Improvement	[Redmine #8191] Use XSD features for stricter check of OSC elements	See bug in bugzilla	Runtime / system boundaries
4043	Improvement	[Redmine #6643] Parameters vs. XSD validity	See bug in bugzilla	Parametrization & complex conditions
4044	Improvement	[Redmine #8131] Indicate type of Object when using CatalogReferences	See bug in bugzilla	Parametrization & complex conditions
4046	Feature	[Redmine #7711] Condition allowing for check of free lane?	See bug in bugzilla	Parametrization & complex conditions
4102	Improvement	OSCPedestrian/model misunderstanding	See bug in bugzilla	Parametrization & complex conditions
4166	Feature	Re-add the TrafficAction "Jam"	See bug in bugzilla	Actions & controllers
4303	Feature	Parking Maneuvers for OpenSCENARIO 1.x	See bug in bugzilla	Actions & controllers
4304	Feature	New private action like a 'relative turn' for OpenSCENARIO 1.x	See bug in bugzilla	Actions & controllers
4020	Clarification	Override parameters required to assign controller in manoeuvre	See bug in bugzilla	Actions & controllers
4168	Feature	Allow targeted driving/routing of vehicles in TrafficAction	See bug in bugzilla	Actions & controllers
4183	Clarification	Clarification of references (Entity, ScenarioObjects, EntitySelections)	See bug in bugzilla	Actions & controllers
4293	Clarification	Trajectory definition issues	See bug in bugzilla	Actions & controllers
4225	Improvement	Interaction of actions and external controllers - add to user guide	See bug in bugzilla	Runtime / system boundaries
4031	Feature	[Redmine #6011] Parameterized Shape Concept	See bug in bugzilla	Actions & controllers
4328	Feature	Define abstract lanechange target i.e. independent from lane enumeration in xODR e.g. "leftmost lane"	See bug in bugzilla	Actions & controllers
4167	Feature	Allow for teleportation of elements in Sinks	See bug in bugzilla	Actions & controllers
4237	Improvement	Do trajectories have global or local (relative) positioning in the road network?	See bug in bugzilla	Runtime / system boundaries
4169	Improvement	Allow more options in TrafficDefinition	See bug in bugzilla	Actions & controllers
4287	Improvement	Parameters during runtime	See bug in bugzilla	Parametrization & complex conditions
4288	Feature	No condition to identify if a vehicle is in front of another	See bug in bugzilla	Parametrization & complex conditions
4170	Improvement	Allow for TrafficActions to have different geometries	See bug in bugzilla	Actions & controllers
4296	Improvement	Use of the vehicles' x Axis as reference direction in RelativeTargetLaneOffset and in LaneOffsetAction->LaneOffsetTarget	See bug in bugzilla	Parametrization & complex conditions
4221	Clarification	Command Element	See bug in bugzilla	Actions & controllers
4227	Feature	Create new DeassignRoute action	See bug in bugzilla	Actions & controllers
4306	Feature	Support of sequential simulation environments	See bug in bugzilla	Runtime / system boundaries
4307	Feature	Interaction with other road objects isn't supported	See bug in bugzilla	Parametrization & complex conditions
4312	Improvement	selectTriggeringEntities are not defined in the UML and Programmers Guide	See bug in bugzilla	Runtime / system boundaries
4313	Improvement	Whose condition groups are taken when using selectTriggeringEntities on Maneuver Group	See bug in bugzilla	Parametrization & complex conditions
4315	Feature	Enhancing the conceptual runtime model	See bug in bugzilla	Parametrization & complex conditions
4316	Feature	Sharpening the system boundaries	See bug in bugzilla	Runtime / system boundaries
4317	Improvement	Bug: step transitions require a duration	See bug in bugzilla	Parametrization & complex conditions
4233	Clarification	Clarify how private actions are applied on multiple actors	See bug in bugzilla	Actions & controllers
4326	Feature	Add complex constraints/conditions for parameter variation	See bug in bugzilla	Parametrization & complex conditions
4327	Feature	Add definition of density of precipitation (snow, rain) for sensor simulation	See bug in bugzilla	Harmonization OpenX
4264	Improvement	TrafficSwarmAction can end up with undefined velocity	See bug in bugzilla	Actions & controllers
4335	Bug	Naming of parameters - inconsistency between schema and user guide	See bug in bugzilla	Parametrization & complex conditions

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4325	Feature	Conversion of high-level maneuver descriptions to trajectories using parameterized NURBS	See bug in bugzilla	Actions & controllers	5
4019	Feature	Non movement actions	See bug in bugzilla	Actions & controllers	4
4234	Clarification	Controller functionality during runtime unclear	See bug in bugzilla	Actions & controllers	4
4166	Feature	Re-add the TrafficAction "Jam"	See bug in bugzilla	Actions & controllers	3
4303	Feature	Parking Maneuvers for OpenSCENARIO 1.x	See bug in bugzilla	Actions & controllers	3
4304	Feature	New private action like a 'relative turn' for OpenSCENARIO 1.x	See bug in bugzilla	Actions & controllers	3
4020	Clarification	Override parameters required to assign controller in manoeuvre	See bug in bugzilla	Actions & controllers	2
4168	Feature	Allow targeted driving/routing of vehicles in TrafficAction	See bug in bugzilla	Actions & controllers	2
4183	Clarification	Clarification of references (Entity, ScenarioObjects, EntitySelections)	See bug in bugzilla	Actions & controllers	2
4293	Clarification	Trajectory definition issues	See bug in bugzilla	Actions & controllers	2
4031	Feature	[Redmine #6011] Parameterized Shape Concept	See bug in bugzilla	Actions & controllers	1
4328	Feature	Define abstract lanechange target i.e. independent from lane enumeration in xODR e.g. "leftmost lane"	See bug in bugzilla	Actions & controllers	1
4167	Feature	Allow for teleportation of elements in Sinks	See bug in bugzilla	Actions & controllers	0
4169	Improvement	Allow more options in TrafficDefinition	See bug in bugzilla	Actions & controllers	0
4170	Improvement	Allow for TrafficActions to have different geometries	See bug in bugzilla	Actions & controllers	0
4221	Clarification	Command Element	See bug in bugzilla	Actions & controllers	0
4227	Feature	Create new DeassignRoute action	See bug in bugzilla	Actions & controllers	0
4233	Clarification	Clarify how private actions are applied on multiple actors	See bug in bugzilla	Actions & controllers	0
4264	Improvement	TrafficSwarmAction can endup with undefined velocity	See bug in bugzilla	Actions & controllers	0
					<b>32</b>

Bug ID	Report Type	Title	Description	Working Group
4335	Bug	Naming of parameters - inconsistency between schema and user guide	See bug in bugzilla	Parametrization & complex conditions
4028	Feature	[Redmine #8197] Allow simple calculations using scenario parameters	See bug in bugzilla	Parametrization & complex conditions
4029	Feature	[Redmine #8085] Define minimum set of parameters to be supported by SimEngine	See bug in bugzilla	Parametrization & complex conditions
4037	Feature	[Redmine #6354] BoundingBox	See bug in bugzilla	Parametrization & complex conditions
4046	Feature	[Redmine #7711] Condition allowing for check of free lane?	See bug in bugzilla	Parametrization & complex conditions
4288	Feature	No condition to identify if a vehicle is in front of another	See bug in bugzilla	Parametrization & complex conditions
4307	Feature	Interaction with other road objects isn't supported	See bug in bugzilla	Parametrization & complex conditions
4315	Feature	Enhancing the conceptual runtime model	See bug in bugzilla	Parametrization & complex conditions
4326	Feature	Add complex constraints/conditions for parameter variation	See bug in bugzilla	Parametrization & complex conditions
4043	Improvement	[Redmine #6643] Parameters vs. XSD validity	See bug in bugzilla	Parametrization & complex conditions
4044	Improvement	[Redmine #8131] Indicate type of Object when using CatalogReferences	See bug in bugzilla	Parametrization & complex conditions
4102	Improvement	OSCPedestrian/model misunderstanding	See bug in bugzilla	Parametrization & complex conditions
4287	Improvement	Parameters during runtime	See bug in bugzilla	Parametrization & complex conditions
4296	Improvement	Use of the vehicles' x Axis as reference direction in RelativeTargetLaneOffset and in LaneOffsetAction->LaneOffsetTarget	See bug in bugzilla	Parametrization & complex conditions
4313	Improvement	Whose condition groups are taken when using selectTriggeringEntities on Maneuver Group	See bug in bugzilla	Parametrization & complex conditions
4317	Improvement	Bug: step transitions require a duration	See bug in bugzilla	Parametrization & complex conditions

#### Parameters

4326	21	Add complex constraints/conditions for parameter variation
4028	11	[Redmine #8197] Allow simple calculations using scenario parameters
4029	2	[Redmine #8085] Define minimum set of parameters to be supported by SimEngine
4335		Naming of parameters - inconsistency between schema and user guide
4287		Parameters during runtime
4043		[Redmine #6643] Parameters vs. XSD validity

#### Catalog

4044	1	[Redmine #8131] Indicate type of Object when using CatalogReferences
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#### Conditions

4307	5	Interaction with other road objects isn't supported
4046	4	[Redmine #7711] Condition allowing for check of free lane?
4288	1	No condition to identify if a vehicle is in front of another
4296		Use of the vehicles' x Axis as reference direction in RelativeTargetLaneOffset and in LaneOffsetAction->LaneOffsetTarget
4313		
4317		

#### Harmonization

Harmonized Domain Model (-> OSI, Ontology, OpenLABEL, ODD, OpenDRIVE) as a way to aid bridging OpenSCENARIO 1.x to 2.0  
Dictionary for translating 1.x to 2.x concepts  
Harmonize against external/internal interfaces to simulation parts (TrafficParticipant models, Driver Models, ...) in terms of properties and parameters

#### Rest

4037  
4102  
4315

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4036	Improvement	[Redmine #4253] make order of children elements in xosc files arbitrary	See bug in bugzilla	Runtime / system boundaries
4041	Improvement	[Redmine #8191] Use XSD features for stricter check of OSC elements	See bug in bugzilla	Runtime / system boundaries
4225	Improvement	Interaction of actions and external controllers - add to user guide	See bug in bugzilla	Runtime / system boundaries
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4306	Feature	Support of sequential simulation environments	See bug in bugzilla	Runtime / system boundaries
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4316	Feature	Sharpening the system boundaries	See bug in bugzilla	Runtime / system boundaries

We tried to get an impression what problem the different items address.

Our 7 items are of a quite different granularity. (from very concrete like 4306 to very abstract 4316)

So we decided not to give priorities for each each item.

Instead we are suggesting a subgroup which takes care of the items, but this depends on the companies that will commit to the working group.

Dependent on that there could be subgroups for runtime/system boundaries and for modelling.