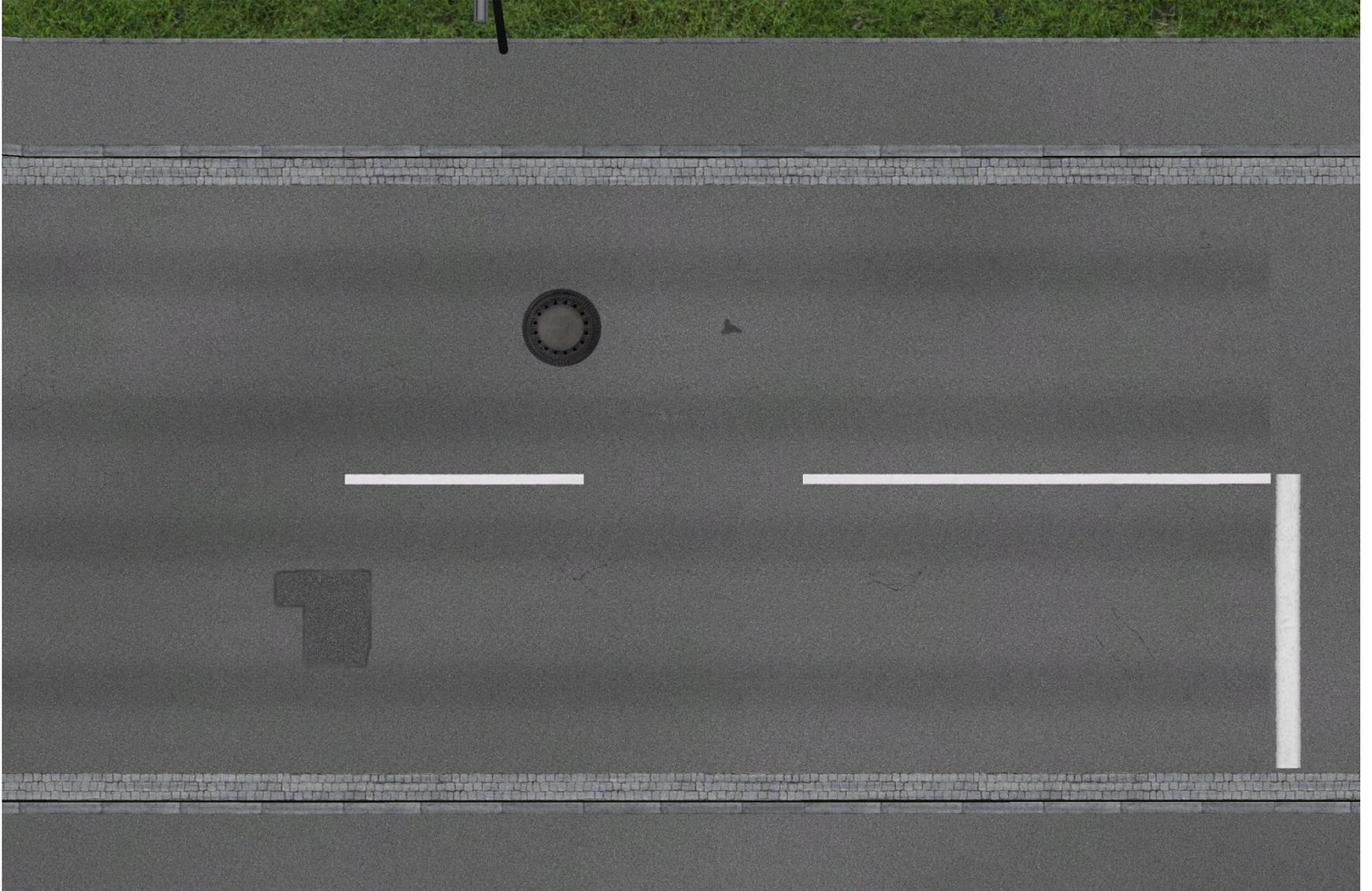
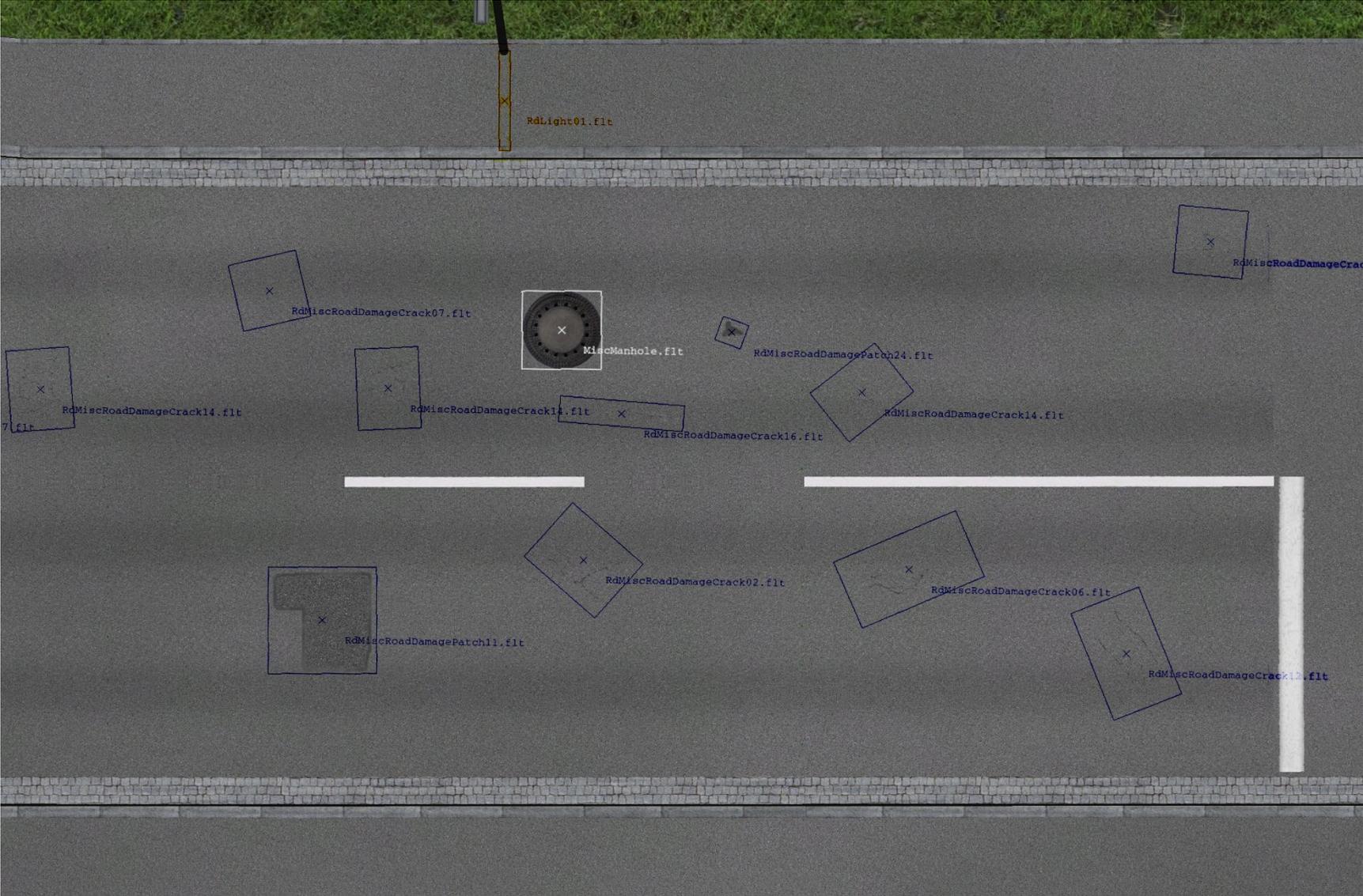


SURFACE-INFORMATION FOR OBJECTS



SURFACE-INFORMATION FOR OBJECTS



SURFACE-INFORMATION FOR OBJECTS

Rationale:

- Surface information for road patches greatly improves simulation realism
- Attaching CRGs to road objects makes it easier to add surface information (especially on the generation side)
- Result: smaller files (compared to full-road CRGs), faster loading time

Proposal: Start small for 1.7:

- Allow surface information only for rectangular objects
- No two objects with surface information may overlap
- Object height given in Object CRG is added to the road inside the rectangular area of the object

This makes the scope smaller and more manageable. Can easily be extended in future versions of the standard.

Current status: <https://code.asam.net/simulation/standard/opendrive/-/issues/50>