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1 General

1.1 Input and output files

Scenario scripting language is a structured way to specify driving simulator scenarios. It consists of commands in an ASCII file (source file) that are read by traffic.exe. The scenario scanner first performs a syntactical analysis of the specification in the source file. The scenario parser makes a further analysis of the language elements. When no errors occur, internal scenarios are constructed as binary trees that are handled in runtime by the scenario interpreter. When there are syntactical errors, list of errors is printed on the screen, together with a linenum in which the error occurred, and the simulator program is aborted. Internally, the scanner/parser mechanism constructs a temporary file that consists of a conjunction of the included scriptfiles and the top-level script file. This temporary file has the name ‘scentemp#001’. The line numbers in the errorlist refer then to the linenumbers in this file. Textpad 4 is used as a text editor with special syntactical help. The script files have the extention *.scn. They may use include file (extention *.sci) with functionality that's reused. To read the script in the simulator, it has to be compiled into a binary scriptfile with the *.scb extention. In Textpad 4, the syntax is checked via Tools menu -> Ssitsyntaxcheck. If there are syntactical errors you are referred to the file + linenum where the error is located. If there are no errors, a *.scb file is created in the same folder as the *.scn file. Error checks can only be done from an *.scn file. If there are then errors in an included *.sci file, this is then led to this file + the line number of the error and the type of error.

A scenario is a predefined list of situations with a start- and an end condition. Scenarios are used for the complete simulation process. It may for instance be used for initialization and repositioning of all cars, for controlling traffic lights, for indicating when data must be stored, for communication with the driver via spoken messages and for sending messages to other devices. In our terminology, a scenario is a predefined script that specifies to the runtime system what to do. A database is a separate entity in our terminology and is no part of a scenario, although the scenario makes use of the database.
1.2 Relations between scenarios

Every scenario is unique in the sense that every scenario has a unique identification number. There is no upper limit to the number of scenarios that can be specified. Every scenario must have an unique number. This is an identification number that can be used by other scenarios to refer to.

Scenarios are allowed to overlap, meaning that more than one scenario may be active at the same time. The number of scenarios that may be active at the same time is unlimited, with the restriction that if a particular scenario is active, it cannot be activated again until it is terminated. So if a certain scenario is active it cannot be activated again during the time it is active, but it may be activated again when it is finished. This means that all scenarios that are active at the same time are different and unique. Local scenarios, that are assigned to traffic participants, are a bit different, however. Each participant (autonomous agent) may have the same scenario attached to it, but still all these instantiations are different because they have their own local variables. The same scenario may be activated more than once in the course of runtime.

So, there are two different types of scenarios, global scenarios and local scenarios. A **global scenario** is the normal type: it is defined as

```
Define Scen[number] {
}
```

It starts when a certain condition evaluates to true and it stops when another condition evaluates to true. A **local scenario** is always attached to one or more traffic participants. It is defined as:

```
Define PartScen[number] {
}
```

Each local instantiation of a PartScen has its own local variables. Local scenarios are used to control things for specific participants.

2 Variable definitions and constants

The user may define two kinds of variables: numbers or strings.

2.1 Numerical variables

These are defined as follows:

```
Var { ..;..;..; etc }
```

For example Var { variable1; variable2; etc }

The definition then starts with the keyword Var. This is followed by a set of {} brackets. Within the brackets, each variable is followed by a ';' sign.

There may be any number of these Var blocks defined. If a Var block is defined outside a scenario definition, then it has 'global scope'. That means that the variable is known anywhere in the scenario definition file, after the point where it has been defined. For example:

```
Var { MeasuredSpeed; } // from this moment on measured speed is known
... 
... 
Define Scen[100] {
```
...  
...  
    MeasuredSpeed := 0;  
    TotalSpeed := 0;  // this results in an error since TotalSpeed has not been defined yet  
  }

Var { TotalSpeed; Sds; } 

If a variable has been defined within a scenario definition, then it has ‘local scope’: it is only 
known within the present scenario. Normally variable names must be unique, but it is allowed 
to have a variablename that has global scope and another variable with the same name that 
has local scope. For example: 

Var { MeasuredSpeed; } 

Define Scen[100] {  
  Var { MeasuredSpeed; }  
  MeasuredSpeed := 0;  // the variable with local scope is referred to 
  ...
  
}

Define Scen[101] {  
  Var { a; b; }  
  ....  
  MeasureSpeed := 0;  // the variable with global scope is referred to 
  
}

A numerical variable must be initialized somewhere in the script with a number, or the result 
of an expression, for example: 

MeasuredSpeed := 0.5;  
Or  
MeasuredSpeed := (5*rpm())/TotalSpeed; 

2.2 String variables 

String variables are defined as: 

String { ..;..;..; etc } 

For example String { Str1; Str2 }  
A String block has the same rules as a Var block (global scope or local scope). A string is a 
series of characters that are enclosed by "" signs, for example :“This is a string”. 
A string must be initialized somewhere in the script: 

Str1 := “This is a string example”; 

2.3 User defined symbolic constants 

A user defined symbolic constant is defined as: 

Assign SymbolicConstant numberconstant 

For example: 

Assign TestScenario 1000 

After this, the value TestScenario can be used anywhere in the script, but it cannot be 
changed by the user. For example:
Define Scen[TestScenario] {
  ...
  ...
}

### 2.4 System defined symbolic constants

In addition, some numbers are system defined symbolic constants. These are constants that you can use, but are predefined within the system. You cannot change them and all are reserved keywords. The following system defined symbolic constants are available:

Table 1. Overview of system defined symbolic constants

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Value</th>
<th>Application</th>
</tr>
</thead>
<tbody>
<tr>
<td>MainTarget</td>
<td>-2</td>
<td>As an object reference to a participant, for example Part[MainTarget].Velocity</td>
</tr>
<tr>
<td>True</td>
<td>1</td>
<td>Boolean value in condition</td>
</tr>
<tr>
<td>False</td>
<td>0</td>
<td>Boolean value in condition</td>
</tr>
<tr>
<td>On</td>
<td>1</td>
<td>To assess a status</td>
</tr>
<tr>
<td>Off</td>
<td>0</td>
<td>To assess a status</td>
</tr>
<tr>
<td>Red</td>
<td>-2</td>
<td>Status of traffic light</td>
</tr>
<tr>
<td>Yellow</td>
<td>-3</td>
<td>Status of traffic light</td>
</tr>
<tr>
<td>Green</td>
<td>-4</td>
<td>Status of traffic light</td>
</tr>
<tr>
<td>YellowRed</td>
<td>-7</td>
<td>Status of traffic light</td>
</tr>
<tr>
<td>YellowFlash</td>
<td>-5</td>
<td>Status of traffic light</td>
</tr>
<tr>
<td>Blank</td>
<td>-6</td>
<td>Status of traffic light</td>
</tr>
<tr>
<td>Absent</td>
<td>-1</td>
<td>To test whether an object is present</td>
</tr>
<tr>
<td>Normal</td>
<td>-1</td>
<td>Type of intersection</td>
</tr>
<tr>
<td>Roundabout</td>
<td>-2</td>
<td>Type of intersection</td>
</tr>
<tr>
<td>GiveRow</td>
<td>-1</td>
<td>Right of way regime when coming form a specified path</td>
</tr>
<tr>
<td>RowOnLeft</td>
<td>-2</td>
<td>See above</td>
</tr>
<tr>
<td>RowOnRight</td>
<td>-3</td>
<td>See above</td>
</tr>
<tr>
<td>RowOnBoth</td>
<td>-4</td>
<td>See above</td>
</tr>
<tr>
<td>EqualPriority</td>
<td>-5</td>
<td>See above</td>
</tr>
<tr>
<td>HaveRow</td>
<td>-6</td>
<td>See above</td>
</tr>
<tr>
<td>LeftLane</td>
<td>-1</td>
<td>To position a participant on DLane 1, in Part[MainTarget].Lane := LeftLane;</td>
</tr>
<tr>
<td>RightLane</td>
<td>-3</td>
<td>To position a participant on DLane 0, in Part[MainTarget].Lane := RightLane;</td>
</tr>
<tr>
<td>RightShoulder</td>
<td>-4</td>
<td>To position a participant on the rightshouder of a highway in Part[MainTarget].Lane := RightShoulder;</td>
</tr>
<tr>
<td>DLane</td>
<td>1</td>
<td>LaneType returned by Part[..].LaneType</td>
</tr>
<tr>
<td>HardShoulder</td>
<td>6</td>
<td>LaneType returned by Part[..].LaneType</td>
</tr>
<tr>
<td>ExitLaneRight</td>
<td>2</td>
<td>LaneType returned by Part[..].LaneType</td>
</tr>
<tr>
<td>EntryLaneRight</td>
<td>4</td>
<td>LaneType returned by Part[..].LaneType</td>
</tr>
<tr>
<td>ExitLaneLeft</td>
<td>3</td>
<td>LaneType returned by Part[..].LaneType</td>
</tr>
<tr>
<td>EntryLaneLeft</td>
<td>5</td>
<td>LaneType returned by Part[..].LaneType</td>
</tr>
<tr>
<td>Left</td>
<td>-1</td>
<td>Direction</td>
</tr>
<tr>
<td>Right</td>
<td>-2</td>
<td>Direction</td>
</tr>
<tr>
<td>Straight</td>
<td>-3</td>
<td>Direction</td>
</tr>
<tr>
<td>Clear</td>
<td>-4</td>
<td>Value to clear a route as in Part[..].Route := Clear;</td>
</tr>
<tr>
<td>StoreRoute</td>
<td>-5</td>
<td>Value to start a route as in Part[..].StoreRoute;</td>
</tr>
<tr>
<td>IndicatorOff</td>
<td>-1</td>
<td>Indicatorstatus, f.i. If ( Part[..].Indicator = IndicatorOff ) {}</td>
</tr>
<tr>
<td>IndicatorLeft</td>
<td>-2</td>
<td>See above</td>
</tr>
<tr>
<td>IndicatorRight</td>
<td>-3</td>
<td>See above</td>
</tr>
<tr>
<td>IndicatorAlarm</td>
<td>-4</td>
<td>See above</td>
</tr>
<tr>
<td>ErrorTerminateScenario</td>
<td>10</td>
<td>Signal in Proc( SignalHandler, ErrorTerminateScenario ); Terminate all scenarios that have the TerminateOnError flag set to True</td>
</tr>
<tr>
<td>CommandTerminateScenario</td>
<td>11</td>
<td>Signal in Proc( SignalHandler, CommandTerminateScenario ); Terminate all scenarios that have the TerminateOnCommand flag set to True</td>
</tr>
<tr>
<td>OnDelete</td>
<td>20</td>
<td>Proc( SetHandlerParticipant, OnDelete, participantid, userdefined functionname); if the participant is deleted then apply functionname. OnDelete is detected in the system</td>
</tr>
<tr>
<td>OnRouteError</td>
<td>21</td>
<td>Proc( SetHandlerParticipant, OnRouteError, participantid, userdefined functionname); if the participant commits a route error then apply functionname. OnRouteError is detected in the system</td>
</tr>
<tr>
<td>OnCollision</td>
<td>22</td>
<td>Proc( SetHandlerParticipant, OnCollision, participantid, userdefined functionname);</td>
</tr>
</tbody>
</table>

---

Carnetsoft BV Description functionality scenario scripting language

Page 7 of 49  Carnetsoft B.V.  Joeswerd 85, 9746 CR  Groningen  The Netherlands --  http://cs-driving-simulator.com
3 General settings

There is a limited number of special keywords that refer to general settings that apply to the whole script. These settings are specified as:

**Set** `<Keyword> <value>`

The following keywords are available:

- **RoadNet**: this specifies the name of the road databases without the extension. If this keyword is read by the scenario parser, both the logical roadnet database with the extension .net is read and the graphical database names are send to the renderers for loading.
  - All ".net files (the logical databases) MUST be in the \Sim\Carnet\scenegraphs\ folder.
  - All ".bam files (the graphical database + *.ref file optionally) must be in de \models\ folder. The *.bam files refer to other objects that must be stored in the folders under \models\.
- **Version**: this specifies the version identification string that is displayed in some types of userinterfaces (if there's a version control system installed).
- **NoShadows**: shadow generation is switched off for this database in this script.

Example:

Set RoadNet "intersNL"

There must be 1 and only 1 Set RoadNet ".." statement in the scenarioscript. The use of Set Version is optional. The Set statements are best used at the top of the top-level scenarioscript file.

For example:

Set RoadNet "intersNL"  // use the 'bibeko' road database, both the logical and the graphical databases
Set Version "v1.1.0 - 1-03-2012"

Var { Stopped;
    StartRun;
    ResetByCommanded;
    SuperPhase;
    StartScenario;
    ScenarioDone;
    VeelVerkeer;
    }

// user defined functions
...
...

// list of scenarios
...
...
4 Include scriptfiles

Existing functionality in scripts can be re-used by including these scripts in a top-level scriptfile. It goes like this:

Include “scriptfilename”

This line must not be closed by a ‘;’ sign. Include statements can be used within a top-level scriptfile and also within include files. After the ‘include’ statement, all userdefined functions and global variables as specified in the include file, can be used in the other script files after the inclusion of the respective include file. Because of this, it is strongly recommended to specify the include statements somewhere at the top of the top-level scriptfile.

For example:

Set RoadNet "intersNL"
Set Version "v1.1.0 - 1-03-2012"

Var { Stopped;
   StartRun;
   ResetByCommanded;
   SuperFase;
   StartScen10;
   Scen10Done;
   VeelVerkeer;
}

/************************************************************
Separate procedures
************************************************************/

#include "GenTraffic.sci"
#include "DA_DrivingTasks.sci"   // assess driving behaviour

/************************************************************

5 Comment

User comment is specified in either of the following two ways:

- // : all text on the line after the double backward slash is ignored
- /*....*/ : all text between /* and */ is ignored.

If you want to add comment (to improve readability of the script) after some scriptcode on the same line you use the // comment. For example :

#include "DA_DrivingTasks.sci"   // assess driving behaviour

If you want to write your comment over more that one line the /*….*/ mechanism can be used. For example :

/************************************************************
Separate procedures
************************************************************/
6 Scenario definition

Scenarios are defined within a block as:

6.1 Scenario block

The 'normal' scenario is a global scenario that is defined as:

Define Scen[scenario identificationnumber] {

}

A local scenario is attached to a traffic participant and it is defined as:

Define PartScen[scenario identificationnumber] {

}

Both types have the same rules and syntax, so they are treated simply as 'scenarios'. The only difference is that a PartScen is always attached to a Participant, for example:

Define PartScen[21] {

Start {
  When (...);
  Part[].MaxVelocity := 50/3.6;  // this participant is the participant that uses this scenario
  ....
}
}

and later in the script when a Participant is defined:

PNr := CreatePart( 3 );
If ( PNr > 0 ) {

  ....
  Proc( AddScenario, PNr, 21 );  // here scenario 21 is attached to the participant
}

So, in this mechanism, the participant uses this PartScen scenario number 21 and it accesses its own data by the Part[] object. This is a participant with the default instantiation, indicated by []. And in this case, the default Participant is the participant who uses this scenario. Each PartScen can be attached to any number of participants.

Define and Scen and PartScen are keywords. Scen is followed by a set of brackets [] that contain the identification number. An identificationnumber is required, and the user must make sure that the number is unique. If scenario numbers are not unique, the scenario parser generates an error and the program is aborted. Scenario identificationnumbers must be positive numbers (from 0..n). There are no restrictions on the ordering of scenario identificationnumbers. So, the following is allowed:

Define Scen[0] {

}

Define Scen[10] {

}

Define Scen[8] {

}
The scenario identification number may be any of the following:
- a number
- a user-defined symbolic constant. For example:

```
Assign SCENARIOTERMINATEPARSER 9999

Define Scen[SCENARIOTERMINATEPARSER] { }
```

In this example, the symbol constant SCENARIOTERMINATEPARSER has been assigned the value 9999. This is used later on to define a scenario with the scenario identification number 9999.

When the program Traffic is aborted, then the scenario 9999 is activated one more time. So Scen[9999] can be used to close things when the program stops, like closing the data for storage, etc.

Another special scenario number is 999. When this is activated, it is sent to the StControl interface to indicate that the current simulation is finished. This activates the "Stop simulation" button on the StControl interface.

A scenario identification number must not be a function or an expression. So the following are examples of illegal scenario specifications:

```
Define Scen[rpm()] { }
Define Scen[2*TestNum-3] { }
```

Scenario definitions may contain the following blocks:

```
Var {...} a list of numerical local variables
String {...} a list of string local variables
Start {...} a specification of a 'Start' condition
End {...} a specification of an 'End' condition
Do {...} a specification of a list of statements that have to be executed each cycle
Define Action {...} a sub-scenario
```

None of these is required, but when these blocks are used, the following rules must be followed:

1) Always specify a Var or/and a String block in the top of the Scen block
2) After this specify the Start block. The Start block specifies when the scenario will be activated. If the Start block is omitted, then the scenario will start immediately.
3) If you use a Do block, it must be specified between the Start and End block.
4) Define Action specifies a sub-scenario. There may be any number of Actions defined within a scenario specification. If you use actions, they must be specified after the End block.

The Var and String blocks have been discussed earlier.
6.2 Start block

A Start block always has the following structure:

```
Start {
    When ( condition );
    <list of statements>
}
```

The scenario starts to be active if the condition in `When (condition);` evaluates to True (=1). From that moment on the scenario is active until the End condition (the condition in the End block) becomes true. As soon as the Start condition becomes True, the list of assignments in the Start block is evaluated. This is done only once.

For example:

```
Define Scen[100] {
    Var { Counter; ThisTime; }
    Start {
        When ( Part[MainTarget].PathNr = 50 and Part[MainTarget].DisToInter < 40.5 );
        Counter := 0;
        ThisTime := runtime();
        ...
    }
}
```

The scenario starts as soon as the simulator car (Part[MainTarget]) is somewhere in the world on path 50 (a certain road) and less than 40.5 meters from the next intersection. If that conditions has become true, the local variable Counter is set to 0, and the local variable ThisTime is assigned the current time (the system function runtime()).

6.3 End block

An End block always has the following structure:

```
End {
    When ( condition );
    <list of statements>
}
```

The scenario ceases to be active if the condition in `When (condition);` evaluates to True (=1). Then, all statements in the End block are evaluated once, and all actions (defined in the list if actions that go with te scenario) are terminated. For example:

```
Define Scen[100] {
    Var { Counter; ThisTime; }
    Start {
        When ( Part[MainTarget].PathNr = 50 and Part[MainTarget].DisToInter < 40.5 );
        Counter := 0;
        ThisTime := runtime();
        ...
    }
    End {
        When ( Part[MainTarget].PathNr = 60 and Part[MainTarget].DisFromInter > 25 );
        ThisTime := runtime() – ThisTime;
        Proc( Print, “Scenario 100 has been terminated. Duration of this scenario: “ );
        Proc( Print, num2str( ThisTime, 5, 2 ));
    }
}
```

In this example the scenario starts when the driver has reached path 50 and is less that 40.5 meters to the next intersection. The scenario stays active until the driver reaches path 60 and
is more that 25 meters from the last intersection. From that point on, the scenario is stopped, and a string with the text “Scenario 100 has been terminated” is written to the console screen. Also the total duration of the scenario is computed and written to the console screen.

Proc is a system defined procedure. In this case the procedure ‘Print’ is used, and this has 1 parameter (a string).

6.4 Do block

A Do block always has the following structure:

Do {
    <list of statements>
}

For example:

Define Scen[100] {
    Var { Counter; ThisTime; AvgSpeed; }
    Start {
        When ( Part[MainTarget].PathNr = 50 and Part[MainTarget].DisToInter < 40.5 );
        Counter := 0;
        AvgSpeed := 0;
        ...
    }
    Do {
        Counter := Counter + 1;
        AvgSpeed := AvgSpeed + Part[MainTarget].Velocity;
    }
    End {
        When ( Part[MainTarget].PathNr = 60 and Part[MainTarget].DisFromInter > 25 );
        AvgSpeed := AvgSpeed / Counter;
        Proc( Print, “Average vehicle speed in Scenario 100 : ” );
        Proc( Print, num2str( 3.6*AvgSpeed, 5, 2 ));
    }
}

The Do block in this example contains two statements that are executed during each simulation cycle as long as the scenario is active. After termination of the scenario, the average speed is computed and printed on the console screen. Because vehicle speed (Part[MainTarget].Velocity) is measured in m/s, the result is multiplied by 3.6 to obtain the speed in km/h.

All statements in the Do block are repeated each simulation cycle. If the framerate of StTraffic is high, computations such as these may lead to overflow of variables since they may become very high. Also, Do blocks are computationally more expensive than Start or End blocks. Often the same functionality can be obtained by Actions, for example:

Define Action {
    Start {
        Counter := Counter + 1;
        AvgSpeed := AvgSpeed + Part[MainTarget].Velocity;
    }
    End {
        When ( Action[].Duration >= 0.1 );
    }
}

In this action AvgSpeed is processed 10 times per seconds which is quite enough in practice.
6.5 Define Action block

An Action is a sub-scenario: it also has a Start condition, and End condition and possibly a Do block. Actions are used to do special tasks within a scenario. An Action block has the following structure:

Define Action\[Action identification number\] {  
  Start {  
    When ( condition );  
    <list of statements>  
  }  
  Do {  
    <list of statements>  
  }  
  End {  
    When (condition );  
    <list of statements>  
  }  
}

The action identification number must be [0..n], and it must be unique within the present scenario specification. If the Start block is omitted, the action starts immediately. Otherwise the action starts when the Start condition (defined in When (condition)) evaluates to True. If the End condition is omitted, the action terminates immediately. Otherwise it terminates when the End condition evaluates to True. If a Do block is defined, all statements within the Do block are executed each simulation cycle as long as the Action is active.

The following example illustrates the use of Actions. If you need to do a number of things as a procedure in a fixed order, Actions come in handy:

Define Scen[LOOK_STRAIGHTON] {  
  Var { a; State; MyTTI; StopScenario; WaitUntilMessageFinished;  
    RightCarId; LastRightCarId; NrAfterControl; }  
  Start {  
    When ( LookStraightOn = True );  
    State := 0;  
    WaitUntilMessageFinished := False;  
    StopScenario := False;  
    MyTTI := 9999;  
    LastRightCarId := 9999;  
    NrAfterControl := 0;  
  }  
  Do {  
    MyTTI := TTI();  
    RightCarId := Part[MainTarget].RightCar;  
  }  
  End {  
    When ( StopScenario = True or LookStraightOn = False );  
    LookStraightOn := False;  
  }  
}

Define Action[0] {  
  Start {  
    When ( State = 0 and MyTTI < 10 );  // start this action is time to intersection < 10 seconds  
    a := SendMessage( 30010, SEND_ALWAYS, 0 );  // send a voice message to driver  
  }  
  End {  
    When ( Action[0].Duration > 1.0 );  // action terminates after 1 second  
    State := 1;  
  }  
}

Define Action[1] {  
  Start {  
    When ( State = 1 and MyTTI < 10 );  // start this action is time to intersection < 10 seconds  
    a := SendMessage( 30010, SEND_ALWAYS, 0 );  // send a voice message to driver  
  }  
  End {  
    When ( Action[0].Duration > 1.0 );  // action terminates after 1 second  
    State := 1;  
  }  
}
When ( State = 1 );
    a := SendMessage( 30020, SEND_ALWAYS, 0 ); // Send a message to the driver
}  
End {
    When ( Action[].Duration > 1.0 );
    State := 2;

}

Define Action[2] {
    Start {
        When ( State = 2 );
            a := SendMessage( 30031, SEND_ALWAYS, 0 ); // Send a message to the driver
            NrAfterControl := NrAfterControl + 1;
        }
    End {
        When ( Action[].Duration > 1.0 );
            State := 3;
    }
}

Define Action[3] {
    Start {
        When ( State = 3 );
            a := SendMessage( 30020, SEND_ALWAYS, 0 );
    }
    End {
        When ( Action[].Duration > 1.0 );
            State := 4;
    }
}

Define Action[4] {
    Start {
        When ( State = 4 );
            a := SendMessage( 30041, SEND_ALWAYS, 0 );
    }
    End {
        When ( Action[].Duration > 1.0 );
            State := 5;
    }
}

Define Action[5] {
    Start {
        When ( Part[MainTarget].DisToInter < 40 and State = 5 and Part[MainTarget].Velocity < 5.55 and
            NrAfterControl <= 2 );
            State := 2;
        }
    End {
        When ( State = 2 or (Part[MainTarget].DisFromInter > 10 and Part[MainTarget].DisFromInter < 20));
            // jump back to Action 2
        }
}

// After passing the intersection
Define Action[6] {
    Start {
        When ( State = 5 and Part[MainTarget].DisFromInter > 10 and
            Part[MainTarget].DisFromInter < 20 );
            a := SendMessage( 30010, SEND_ALWAYS, 0 );
        }
    End {
        When ( Action[].Duration > 1.0 );
            State := 6;
    }
}

Define Action[7] {
Start {
    When ( State = 6 );
    a := SendMessage( 30030, SEND_ALWAYS, 0 );
}

End {
    When ( Action[],Duration > 1.0 );
    WaitUntilMessageFinished := True;
    State := 7;
}

Define Action[8] {
    Start {
        When ( State = 8 );
    }
    End {
        When ( Action[].Duration > 4.0 );
        StopScenario := True;
    }
}

Define Action[9] {
    Var { b; StopAction; MessDuration; }
    Start {
        When ( WaitUntilMessageFinished = True );
        WaitUntilMessageFinished := False;
        If ( LastMessage > 0 ) {
            MessDuration := MessageDuration( LastMessage );
            StopAction := False;
        } Else {
            StopAction := True;
        }
    }
    Do {
        If ( LastMessage > 0 ) {
            b := MessageSendTime( LastMessage );
            If ( b > 0 and (runtime() - b) > MessDuration ) {
                StopAction := True;
            }
        }
    }
    End {
        When ( StopAction = True or Action[],Duration > 15 );
        State := 8;
    }
}

7 Userdefined Functions

There are a wide range of system functions that have a returnvalue and 0..n parameters. In addition, users may define their own functions. These are Userdefined functions. They always have the following structure:

Define Function FuncName( operantlist ) {
    < List of statements>
    ....
    FuncName := expression; (not required)
}

operantlist : operant1, operant2 ..

The user is then free to define a variable number of operands (0..n). These operands are expressions and they may then be variables, constants, other functions (system- or userdefined) and other expressions (for example a/(b+c)). The statement 'FuncName := expression' conforms to the pascal convention. The user is not required to use this statement. If the statement is not included in the function, the return value of the function is zero (0). If the statement is a member of the function then it may be typed anywhere in the function or it may be used several times. The returnvalue of the function is the result that has been assigned to FuncName. Userdefined functions cannot be defined within a scenario and they must be defined only once. Calls to a userdefined function can only be R-values: on the right side of an assignment for example.

In the following example a function is defined that returns 1 or 0 depending on whether a specified amount of time (time_elapsed) is exceeded. It is used in an example that clocks certain events.

Define Function StopWatch( time_elapsed, LastTime ) {
    Var { temp; }
    temp := runtime();
    If ( (temp - LastTime) >= time_elapsed ) {
        StopWatch := 1;
    }
    Else { StopWatch := 0; }
}

Define Scen[20] {
    Var { a; OnTimer; BetweenTime; }
    Start {
        When ( StartScen10 = True and
            Part[MainTarget].PathNr = 380 and
            Part[MainTarget].Velocity > 2.77 );
        OnTimer := 0;
        BetweenTime := 2;
        ...
    }
    Do {
        // do something on a timed basis
        a := StopWatch( BetweenTime, OnTimer );
        If ( a = 1 ) {
            OnTimer := runtime();
            BetweenTime := 3.0+rn(3.0);
        }
        ...
    }
    End {
        ...
    }
}
In this example the function StopWatch is a user-defined function. The function runtime() is a system function. If no return value is defined for a user-defined function, you can use it as a procedure to do certain things, for example reset some global variables:

```cpp
Define Function ResetOnRightLane() {
    If ( OvertakingPhase > 0 ) { OvertakingPhase := -1; }
    ThisLaneType := DLANE;
    ThisLaneIndex := 0;
    PrevLaneType := DLANE;
    PrevLaneIndex := 0;
}
```

But even in this case you still need to consider such a function as a R-value, as in:
```
a := ResetRightLane();
```

### 8 System defined functions

#### 8.1 General overview

A whole set of system defined functions is available to be used in the scripts. System defined functions have a return value and have the following structure:

```
FunctionName(<list of parameters>);
```

All system functions are reserved keywords. Most functions return a number and a few return a string. System functions can be used in any expression, for example:

```
Var { TempVar; }
TempVar := sqrt( sqr(a) + sqr(b) );
```

In this example, `sqrt` and `sqr` are system functions.

A number of classes of functions warrant some special attention since they are part of a framework for problem-solving.
8.2 Creation of traffic participants

All traffic in the traffic system is created on-the-fly with the system defined functions CreatePart. The following example shows how you can create a specific type of car:

Define Scen[32] {
    Var { a; b; PNr; OnTimer; BetweenTime; CarCount; }
    Start {
        When ( StartScen11 = True and Part[MainTarget].PathNr = 388 );
        OnTimer := 0;
        BetweenTime := 2;
        CarCount := 0;
    }
    Do {
        a := StopWatch( BetweenTime, OnTimer );
        If ( a = 1 and CarCount <= 10 ) {
            OnTimer := runtime();
            BetweenTime := 3+rnd(3);
            b := 1+rnd(5);
            PNr := CreatePart( b ); // create a car of type b
            If ( PNr > 0 ) { // if the creation has been succesfull, the value is > 0
                CarCount := CarCount+1;
                // now adjust the properties of the car that has been created
                Part[PNr].RemoveOnDistance := 300;
                Part[PNr].MaxVelocity := 50/3.6;
                Part[PNr].Velocity := 50/3.6;
                Part[PNr].PathNr := 368;
                Part[PNr].DisToInter := Path[368].Length - 50;
                Part[PNr].Lane := RightLane;
                Part[PNr].RuleOvertaking := Off;
                b := 1+rnd(10);
                Part[PNr].Rt := 0.7+(0.1*b);
                Part[PNr].Route := Clear;
                Part[PNr].Route := 416;
                Part[PNr].Route := 410;
                Part[PNr].Route := StoreRoute;
            }
        }
    }
    End {
        When ( Part[MainTarget].PathNr = 369 or StartScen11 = False );
    }
}

In this example, a series of cars is created (no more than 10) during the lifetime of the scenario. The lifetime of the participants (cars) is controlled by the variable Part[PNr].RemoveOnDistance. This variable is used by the system to determine at what absolute distance from the simulator car the participant is deleted. If you specify Part[PNr].RemoveOnDistance := 100; then the participant is removed when it is more than 100 meters away from the simulator car.

8.3 Traffic list functions

Because traffic is created by several different scenarios, the control of the lifetime of traffic can be a bit difficult at times. In order to assist in lifetime control a number of traffic list functions can be used. Traffic can be put in different traffic lists and these lists can be deleted all at once. This gives the user the opportunity to let each scenario create and handle its own traffic. In the following example traffic is created and stored in a traffic list. At the end of the scenario all traffic that was created by the scenario is deleted.

Define Scen[32] {
    Var { a; b; PNr; OnTimer; BetweenTime; CarCount; }
    Start {
        When ( StartScen11 = True and Part[MainTarget].PathNr = 388 );
        OnTimer := 0;
    }
}
BetweenTime := 2;
CarCount := 0;
Scen[].TerminateOnError := True;
DeleteListNr := 2;
}
Do {
  a := StopWatch( BetweenTime, OnTimer );
  If ( a = 1 and CarCount <= 10 ) {
    OnTimer := runtime();
    BetweenTime := 3+rand(3);
    b := 1+rand(5);
    PNr := CreatePart( b ); // create a car of type b
    If ( PNr > 0 ) { // if the creation has been successfull, the value is > 0
      CarCount := CarCount+1;
      // now adjust the properties of the car that has been created
      Part[PNr].RemoveOnDistance := 1700;
      Part[PNr].MaxVelocity := 50/3.6;
      Part[PNr].Velocity := 50/3.6;
      Part[PNr].PathNr := 368;
      Part[PNr].DisToInter := Path[368].Length - 50;
      Part[PNr].Lane := RightLane;
      Part[PNr].RuleOvertaking := Off;
      b := 1+rand(10);
      Part[PNr].Rt := 0.7+(0.1*b);
      Part[PNr].Route := Clear;
      Part[PNr].Route := 416;
      Part[PNr].Route := 410;
      Part[PNr].Route := StoreRoute;
      b := addtolist( DeleteListNr, PNr );
    }
  }
} End {
  When ( Part[MainTarget].PathNr = 369 or StartScen11 = False );
  a := deletelist( DeleteListNr ); // and kill all cars
}

In this example, a series of cars is created (no more than 10) during the lifetime of the scenario. These cars are added to a traffic list. If the list DeleteListNr (=2) has not yet been created by this system while you use addtolist(DeleteListNr, PNr), the such a traffic list will be created by the system. At the end of the scenario all cars in the traffic list are deleted, and the traffic list itself is removed. This method may have the disadvantage that cars are deleted while they are still visible to the simulators: in that case the cars suddenly disappear.

8.4 Datacontainer functions

Datacontainer functions help the user in on-line dataprocessing. Any kind of variable can be added to a container and data can be processed on-line. In the following example, data is sampled each second and stored in containers. These are processed afterwards.

In the following example, vehicle speed and lateral position are sampled each second during the lifetime of the scenario, and these data are stored in datacontainers. On completion of the scenario, the average values are computed.

Var { SpeedValues, LateralValues; }
Define Function SampleData( SPEED, LAT ) {
  Var { a; }
  a := AddToData( SpeedValues, SPEED );
  a := AddToData( LateralValues, LAT );
}
Define Scen[5000] {
  Var { a; b; AvgSpeed; AvgLatpos; OnTimer; BetweenTime; }
  Start {
OnTimer := 0;
BetweenTime := 1.0;
Speedvalues := 1;
LateralValues := 2;

Do {
  a := StopWatch( BetweenTime, OnTimer );
  If ( a = 1 ) {
    OnTimer := runtime();
    b := SampleData( Part[MainTarget].Velocity, Part[MainTarget].LatPos );
  }
}

End {
  AvgSpeed := MeanData( SpeedValues );
  AvgLatpos := MeanData( LateralValues );
  a := DeleteData( SpeedValues );
  a := DeleteData( LateralValues );
}

8.5 UDP ethernet related functions

This category of functions enables the user to send all kinds of data to other computers via
UDP or receive any kind of data from other computers. There can be any number of UDP
connections opened to other computers. With these functions the user is able to log data on
external computers, control external devices, visualize data on external systems etc. Also,
the user is able to control simulator functions via script by another computer.
UDP connections to other computers are created by:

  a := OpenUdp( ListId, “ethernetaddress”, port );

for example  a := OpenUdp( 1, “192.168.0.10”, 2001 );

From then on, the UDP connection is referenced by the ListId, as in:

  a := CloseUdp( 1 );

Data can be read of written to this Udp port:

  a := ReadUdp( 1 );
  a := WriteUdp( 1 );

There are internal read and write buffers of 1024 bytes long that are reserved and controlled
by the system. Suppose that you want to send a byte containing a symbol and a short integer
containing some value, this can be accomplished by:

  Var { Symb; OutValue; Counter; }
  a := ClearUdpOut(1);  // clear the output buffer of udp list id 1
  Symb := 10; OutValue := 5;
  Counter := 0;
  a := UdpOutAddByte( 1, Counter, Symb );
  Counter := Counter + 1;
  a := UdpOutAddShort( 1, Counter, OutValue );
  a := WriteUdp( 1 );

The following types of data can be added to a databuffer:
- byte (unsigned char)
- short (short integer, 2 bytes)
- long (long integer, 4 bytes)
- float (floating point number, 4 bytes)
- string (character string, any number of bytes)
Suppose that you want to receive a byte and a short from another computer. This can be accomplished as follows:

```plaintext
Var { Symb; InValue; Counter; }
Counter := 0;
a := ReadUdp( 1 );
If ( a > 0 ) {
    Symb := UdpInGetByte( 1, Counter );
    Counter := Counter + 1;
    InValue := UdpInGetShort( 1, Counter );
}
```

### 8.6 Overview of functions

The following Table gives an overview of all system functions that have a number as return value.

#### Table 2. Overview of system defined functions that return a number

<table>
<thead>
<tr>
<th>Function name</th>
<th>Meaning</th>
<th>Input parameters</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>MATHEMATICAL FUNCTIONS</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>cos</td>
<td>cosine</td>
<td>1: angle in radians</td>
</tr>
<tr>
<td>sin</td>
<td>sine</td>
<td>1: angle in radians</td>
</tr>
<tr>
<td>tan</td>
<td>tangens</td>
<td>1: angle in radians</td>
</tr>
<tr>
<td>log</td>
<td>natural logarithm</td>
<td>1: number</td>
</tr>
<tr>
<td>log10</td>
<td>base 10 logarithm</td>
<td>1: number</td>
</tr>
<tr>
<td>sqrt</td>
<td>square root</td>
<td>1: number</td>
</tr>
<tr>
<td>floor</td>
<td>largest integer not greater than input number: rounding down</td>
<td>1: number</td>
</tr>
<tr>
<td>ceil</td>
<td>smallest integer not less than input number: rounding up</td>
<td>1: number</td>
</tr>
<tr>
<td>abs</td>
<td>absolute value</td>
<td>1: number</td>
</tr>
<tr>
<td>acos</td>
<td>arc cosine</td>
<td>1: number &gt;= -1.0 and &lt;= 1.0</td>
</tr>
<tr>
<td>asin</td>
<td>arc sine</td>
<td>1: number &gt;= -1.0 and &lt;= 1.0</td>
</tr>
<tr>
<td>atan</td>
<td>arc tangent</td>
<td>1: number</td>
</tr>
<tr>
<td>sqrt</td>
<td>square root</td>
<td>1: number</td>
</tr>
<tr>
<td>rnd</td>
<td>random number between 0..input number-1</td>
<td>1: number &gt; 0: rnd(10) gives a random number from 0..9</td>
</tr>
<tr>
<td>min</td>
<td>smallest of 2 numbers</td>
<td>2: number, number</td>
</tr>
<tr>
<td>max</td>
<td>largest of 2 numbers</td>
<td>2: number, number</td>
</tr>
<tr>
<td>SpeedToObject</td>
<td>gives the speed (m/s) such that the input requirements are true</td>
<td>5: current speed, required speed, distance to object, maximum deceleration, headway (in seconds)</td>
</tr>
<tr>
<td>lat2ref</td>
<td>Lateral distance with respect to reference track (&gt;0 = left of track, &lt; 0 = right of track)</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>SIMULATOR CAR RELATED FUNCTIONS</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>gear</td>
<td>gear position (0=free gear, 1..5)</td>
<td>0</td>
</tr>
<tr>
<td>gearmode</td>
<td>1=5-speed gear; 2 = automatic gear</td>
<td>0</td>
</tr>
<tr>
<td>contact</td>
<td>ignition/key position (0=off, 1=on, 2=starter engine)</td>
<td>0</td>
</tr>
<tr>
<td>indicator</td>
<td>indicator position (IndicatorOff, IndicatorLeft, IndicatorRight, IndicatorAlarm)</td>
<td>0</td>
</tr>
<tr>
<td>gas</td>
<td>Gaspedal position (0..100) percentage</td>
<td>0</td>
</tr>
<tr>
<td>brake</td>
<td>Brakepedal position (0..100) percentage</td>
<td>0</td>
</tr>
<tr>
<td>brakeforce</td>
<td>Brakeforce in Nm</td>
<td>0</td>
</tr>
<tr>
<td>handbrake</td>
<td>Handbrake position (0..100) percentage</td>
<td>0</td>
</tr>
<tr>
<td>clutchraw</td>
<td>raw clutch position (0..100)</td>
<td>0</td>
</tr>
<tr>
<td>clutch</td>
<td>Clutchposition (0..100) percentage</td>
<td>0</td>
</tr>
<tr>
<td>steer</td>
<td>Steering wheelangle in radians</td>
<td>0</td>
</tr>
<tr>
<td>headlight</td>
<td>headlights (0=off, 1=on, 2= big light)</td>
<td>0</td>
</tr>
<tr>
<td>flashlight</td>
<td>Big lights (0=off, 1=on)</td>
<td>0</td>
</tr>
<tr>
<td>warnlight</td>
<td>Lights priority vehicle (0=off, 1=on)</td>
<td>0</td>
</tr>
<tr>
<td>pdtbutton</td>
<td>Pdt button (for detection response task) pressed</td>
<td>0</td>
</tr>
<tr>
<td>Button</td>
<td>Description</td>
<td>Value</td>
</tr>
<tr>
<td>------------</td>
<td>------------------------------------------------------------------------------</td>
<td>-------</td>
</tr>
<tr>
<td>button1</td>
<td>(0=off, 1 = pressed)</td>
<td>0</td>
</tr>
<tr>
<td>button2</td>
<td>Button2 pressed (0=off, 1 = pressed)</td>
<td>0</td>
</tr>
<tr>
<td>seatbelt</td>
<td>Seatbelt ((0=off, 1=on)</td>
<td>0</td>
</tr>
<tr>
<td>accel</td>
<td>Longitudinal acceleration in m/s”</td>
<td>0</td>
</tr>
<tr>
<td>lataccel</td>
<td>Lateral acceleration in m/s”</td>
<td>0</td>
</tr>
<tr>
<td>rpm</td>
<td>Engine rpm (rotations per minute)</td>
<td>0</td>
</tr>
<tr>
<td>lsLead</td>
<td>true if participant is in front of me else false 1: participant id</td>
<td>1</td>
</tr>
<tr>
<td>lsRear</td>
<td>true if participant is behind me else false 1: participant id</td>
<td>1</td>
</tr>
<tr>
<td>GetCollisionCar</td>
<td>car is of vehicle that has been involved in collision with simulator car</td>
<td>0</td>
</tr>
<tr>
<td>GetNextDir</td>
<td>direction (Left, Right, Straight) after next intersection ranker</td>
<td>1</td>
</tr>
<tr>
<td>fuelFlow</td>
<td>current fuel consumption in liters/minute</td>
<td>0</td>
</tr>
<tr>
<td>fuelused</td>
<td>number of liters fuel used since last ClearFuelCount</td>
<td>0</td>
</tr>
<tr>
<td>enginepower</td>
<td>current engine power in Kw</td>
<td>0</td>
</tr>
<tr>
<td>horn</td>
<td>claxon pressed (0=off, 1 = on)</td>
<td>0</td>
</tr>
<tr>
<td>siren</td>
<td>siren on (0=off; 1 = on)</td>
<td>0</td>
</tr>
<tr>
<td>tlc</td>
<td>geometrically accurate tlc of MainTarget (- = toight, + = to left)</td>
<td>0</td>
</tr>
<tr>
<td>tlc_1</td>
<td>approximation of tlc (lateral distance/lateral velocity) (- = toight, + = to left)</td>
<td>0</td>
</tr>
<tr>
<td>LowestLatposAnyWheel</td>
<td>lowest lateral position of any of the four wheels with respect to centerline of right lane</td>
<td>0</td>
</tr>
<tr>
<td>HighestLatposAnyWheel</td>
<td>highest lateral position of any of the four wheels with respect to centerline of right lane</td>
<td>0</td>
</tr>
<tr>
<td>MB_Pitch</td>
<td>Pitch angle for motion platform control</td>
<td>0</td>
</tr>
<tr>
<td>MB_Yaw</td>
<td>Yaw angle for motion platform control</td>
<td>0</td>
</tr>
<tr>
<td>MB_Roll</td>
<td>Roll angle for motion platform control</td>
<td>0</td>
</tr>
<tr>
<td>MB_LongAcc</td>
<td>Longitudinal acceleration in m/s (y-axis)</td>
<td>0</td>
</tr>
<tr>
<td>MB_LatAcc</td>
<td>Lateral acceleration in m/s (x-axis)</td>
<td>0</td>
</tr>
<tr>
<td>MB_VertAcc</td>
<td>Vertical acceleration in m/s (z-axis)</td>
<td>0</td>
</tr>
<tr>
<td>MB_YawRate</td>
<td>Rotational Speed yaw in rad/s (x-axis)</td>
<td>0</td>
</tr>
<tr>
<td>MB_RollRate</td>
<td>Rotational Speed roll in rad/s (y-axis)</td>
<td>0</td>
</tr>
<tr>
<td>MB_PitchRate</td>
<td>Rotational Speed pitch in rad/s (x-axis)</td>
<td>0</td>
</tr>
</tbody>
</table>

**ANY PARTICIPANT RELATED FUNCTIONS**

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>RouteOfCar</td>
<td>gives a pathnumber for a participant and a routeindex 2: participant id</td>
<td>2</td>
</tr>
<tr>
<td>dhw</td>
<td>distance headway (bumper to bumper along the path) between a participant and another lead participant (in meters)</td>
<td>2</td>
</tr>
<tr>
<td>DisBetween</td>
<td>absolute distance between coordinate positions of two participants (in meters)</td>
<td>2</td>
</tr>
</tbody>
</table>

**SYSTEM STATE RELATED**

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>runtime</td>
<td>time in seconds since start of program</td>
<td>0</td>
</tr>
<tr>
<td>nrcars</td>
<td>current number of active cars in traffic</td>
<td>0</td>
</tr>
<tr>
<td>GetProgramPause</td>
<td>gives true if the Traffic program is in pause mode, else false</td>
<td>0</td>
</tr>
</tbody>
</table>

**SPEECH MESSAGE RELATED**

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>MessageSendTime</td>
<td>time when message was send to userinterface for playing</td>
<td>1</td>
</tr>
<tr>
<td>MessageDuration</td>
<td>time length of speech message</td>
<td>1</td>
</tr>
<tr>
<td>IsMessagePlaying</td>
<td>true if message is still playing, else false</td>
<td>1</td>
</tr>
</tbody>
</table>

**DRIVING LANE RELATED**

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetLaneId</td>
<td>unique lane id</td>
<td>3</td>
</tr>
<tr>
<td>LaneTypeLeft</td>
<td>the lane type (DLane, ExitLaneRight etc) of the lane to the left of input lane id</td>
<td>1</td>
</tr>
<tr>
<td>LaneTypeRight</td>
<td>the lane type (DLane, ExitLaneRight etc) of the lane to the right of input lane id</td>
<td>1</td>
</tr>
<tr>
<td>LaneWidth</td>
<td>Lane width in m.</td>
<td>3</td>
</tr>
<tr>
<td>GetTrafLightStatus</td>
<td>Gets the traffic light status (Red, Yellow, Green etc) for a specific lane id. If there's no lane-specific traffic light then it checks if the path the lane is in has a traffic light attached to it, and it returns the status</td>
<td>1</td>
</tr>
</tbody>
</table>
connected traffic lights. First find the laneid and then apply the function:

\[
\begin{align*}
\text{Id} & := \text{GetLaneId( Part[].SegmentNr,} \\
& \quad \text{DLane, 0); Stat} := \text{GetTrafLightStatus( Id });
\end{align*}
\]

**CREATION OF TRAFFIC PARTICIPANTS**

<table>
<thead>
<tr>
<th>FUNCTION</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreatePart</td>
<td>returns a participant id for a new car of certain type cartype depending on cartypes.conf file</td>
</tr>
<tr>
<td>NrCarTypes</td>
<td>returns the number of cartypes defined in the cartypes.conf file</td>
</tr>
<tr>
<td>CreateActor</td>
<td>Returns the id of an animated object, as in Act1 := CreateActor(&quot;miabusiness_walking&quot;, 490, 180, 0.1, 270);</td>
</tr>
</tbody>
</table>

**ACTOR FUNCTIONS**

<table>
<thead>
<tr>
<th>FUNCTION</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetActorX</td>
<td>Returns the current X coordinate of the actor</td>
</tr>
<tr>
<td>GetActorY</td>
<td>Returns the current Y coordinate of the actor</td>
</tr>
<tr>
<td>GetActorZ</td>
<td>Returns the current Z coordinate of the actor</td>
</tr>
<tr>
<td>GetActorH</td>
<td>Returns the current heading angle of the actor</td>
</tr>
</tbody>
</table>

**TRAFFIC LIST FUNCTIONS**

<table>
<thead>
<tr>
<th>FUNCTION</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>addtolist</td>
<td>adds a participant id to a traffic list. If the list does not exist, a new one is created</td>
</tr>
<tr>
<td>removeFromList</td>
<td>removes a participant from a list and also from the traffic system as a whole</td>
</tr>
<tr>
<td>isempty</td>
<td>True if trafficlist is empty else False</td>
</tr>
<tr>
<td>ismemberof</td>
<td>True if participant id is member of this list, else False</td>
</tr>
<tr>
<td>getfirst</td>
<td>returns the first participant id in the traffic list</td>
</tr>
<tr>
<td>getnext</td>
<td>returns the next participant id in the traffic list</td>
</tr>
<tr>
<td>getlast</td>
<td>returns the last participant id in the traffic list</td>
</tr>
<tr>
<td>getprev</td>
<td>returns the previous participant id in the traffic list</td>
</tr>
<tr>
<td>deletelist</td>
<td>deletes the complete list and all traffic that is included in the list</td>
</tr>
<tr>
<td>numberlist</td>
<td>returns the number of participants in the list</td>
</tr>
</tbody>
</table>

**DATACONTAINER RELATED FUNCTIONS**

<table>
<thead>
<tr>
<th>FUNCTION</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>AddToData</td>
<td>Adds a number to a datacontainer. If the datacontainer does not exist, a new one is created</td>
</tr>
<tr>
<td>DeleteData</td>
<td>Delete a datacontainer</td>
</tr>
<tr>
<td>MeanData</td>
<td>Gives the mean (average) value of all data in the container</td>
</tr>
<tr>
<td>MinimumData</td>
<td>Gives the smallest value of all data in the container</td>
</tr>
<tr>
<td>MaximumData</td>
<td>Gives the largest value of all data in the container</td>
</tr>
<tr>
<td>SumData</td>
<td>Gives the sum of all data in the container</td>
</tr>
<tr>
<td>SdData</td>
<td>Gives the standarddeviation of all data in the container</td>
</tr>
<tr>
<td>NumberData</td>
<td>Gives the number of dataelements (values) in the container</td>
</tr>
<tr>
<td>DataElement</td>
<td>Gives the value of the indexed data element in the container</td>
</tr>
<tr>
<td>SortData</td>
<td>Sort the values in the container from low to high</td>
</tr>
</tbody>
</table>

A **StringTable** is a special type of DataContainer that contains strings instead of numbers.

<table>
<thead>
<tr>
<th>FUNCTION</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>AddToStringTable</td>
<td>Add a string to a string table (this is a table of strings that can be found by index). If the StringTable does not exist, a new one is created.</td>
</tr>
<tr>
<td>DeleteStringTable</td>
<td>Delete a StringTable</td>
</tr>
<tr>
<td>NumberStringTable</td>
<td>Gives the number of strings in the StringTable</td>
</tr>
<tr>
<td>StringTableElement</td>
<td>Gives the value of the indexed string in the StringTable</td>
</tr>
</tbody>
</table>

**TYPE CONVERSION**

<table>
<thead>
<tr>
<th>FUNCTION</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>str2num</td>
<td>converts a string into a number</td>
</tr>
</tbody>
</table>

---

Page 24 of 49 Carnetsoft B.V. Joeswerd 85, 9746 CR Groningen The Netherlands -- http://cs-driving-simulator.com
### FILE ACCESS

- **ReadString**
  
  Reads a string from a named file
  
  ```
  1: string (filename). Returns a string, or an empty string if end-of-file has been reached
  ```

- **ReadQuotedString**
  
  Reads a string between quotes ("....") from a named file
  
  ```
  1: string (filename). Returns a string, or an empty string if end-of-file has been reached
  ```

- **ReadNumber**
  
  Reads a number from a named file
  
  ```
  1: string (filename). Returns a number, or -1 if end-of-file has been reached or if not a number
  ```

### UDP ETHERNET RELATED FUNCTIONS

- **OpenUdp**
  
  Opens a UDP socket. 0 is failed, else 1.
  
  ```
  3: udp list id, ethernetadress string, portid
  ```

- **CloseUdp**
  
  Close the UDP connection. 0 is failed, else 1.
  
  ```
  1: udp list id
  ```

- **WriteUdp**
  
  Write the writebuffer (1024 bytes long at maximum). 0 is failed, else 1.
  
  ```
  1: udp list id
  ```

- **ReadUdp**
  
  Read the readbuffer (1024 bytes long at maximum). Returns the number of bytes read
  
  ```
  1: udp list id
  ```

- **ClearUdpOut**
  
  Clears the output buffer
  
  ```
  1: udp list id
  ```

- **UdpOutAddByte**
  
  Add a byte (unsigned char) of 1 byte on position bufferindex
  
  ```
  3: udp list id, bufferindex, value
  ```

- **UdpOutAddShort**
  
  Add a short (short integer) of 2 bytes on position bufferindex
  
  ```
  3: udp list id, bufferindex, value
  ```

- **UdpOutAddLong**
  
  Add a long (long integer) of 4 bytes on position bufferindex
  
  ```
  3: udp list id, bufferindex, value
  ```

- **UdpOutAddFloat**
  
  Add a float (floating point number) of 4 bytes on position bufferindex
  
  ```
  3: udp list id, bufferindex, value
  ```

- **UdpOutAddString**
  
  Add a string of characters on position bufferindex. The string is null terminated and strlen(str)+1 bytes are added to the outputbuffer
  
  ```
  3: udp list id, bufferindex, value: value must be a string
  ```

- **UdpInGetByte**
  
  Get a byte (unsigned char) from the readbuffer starting from position bufferindex
  
  ```
  2: udp list id, bufferindex
  ```

- **UdpInGetShort**
  
  Get a short (short integer) from the readbuffer starting from position bufferindex (read 2 bytes)
  
  ```
  2: udp list id, bufferindex
  ```

- **UdpInGetLong**
  
  Get a long (long integer) from the readbuffer starting from position bufferindex (read 4 bytes)
  
  ```
  2: udp list id, bufferindex
  ```

- **UdpInGetFloat**
  
  Get a float (floating point number) from the readbuffer starting from position bufferindex (read 4 bytes)
  
  ```
  2: udp list id, bufferindex
  ```

- **UdpInGetString**
  
  Get a string from the readbuffer starting from position bufferindex: this is read until a 0 is found (null terminated string), for example:
  
  ```
  Str := UdpInGetString(1);
  length := strlen(Str);
  ```
  
  ```
  2: udp list id, bufferindex
  ```

### COMMUNICATION with Control

- **GetByteArrayValue**
  
  Gets the value of a byte in a datacommunication buffer of 256 bytes long. Bytes are set by the FillByteArray Procedure
  
  ```
  1: index of buffer (0..255)
  ```

- **lookmode**
  
  From either buttons that signal the looking direction or facetracker. Gives the values 0..10, each signifying a specific meaning (see gentraffic.sci)
  
  ```
  value: 0
  ```

- **ExpDataDefined**
  
  Returns 1 if called from an EXP file (experiment specification file)
  
  ```
  value: 0
  ```

- **headyaw**
  
  Horizontal angle of face, measured by headtracker
  
  ```
  FaceTrackNoIR
  ```

  ```
  0. Value from 90 (degrees): head turned right, to -90 (degrees): head turned left. 0 degrees is looking forward
  ```

- **Headpitch**
  
  Vertical angle of face, measured by headtracker
  
  ```
  FaceTrackNoIR
  ```

  ```
  0. Not used.
  ```

- **GetKeypadButton**
  
  Numerical button 0..9 from keyboard or keypad
  
  ```
  -1 is no keypadbutton pressed, 0..9 is keypad number
  ```

- **guibutton1**
  
  Button B1 on GUI pressed by user
  
  ```
  0: true or false
  ```

- **guibutton2**
  
  Button B2 on GUI pressed by user
  
  ```
  0: true or false
  ```

- **guibutton3**
  
  Button B3 on GUI pressed by user
  
  ```
  0: true or false
  ```

- **guibutton4**
  
  Button B4 on GUI pressed by user
  
  ```
  0: true or false
  ```
### 9 System defined procedures

#### 9.1 General overview

System defined procedures handle some predefined task. The general format is

\[
\text{Proc}( \text{Procedure name}, \langle \text{list of parameters} \rangle );
\]

All Procedure names are reserved keywords. The parameters may be any expression that results in a value. A procedure does not return a value. In the following example, a string is printed to the console.

```c
Var { testvalue; }
String { outmessage; }
....
outmessage := strcat("Test number ", num2str( testvalue, 3, 0 ));
Proc( Print, outmessage );
```

Here are a few examples of categories of procedures.

#### 9.2 Overview of system defined procedures

<table>
<thead>
<tr>
<th>Procedure name</th>
<th>Meaning</th>
<th>Input parameters</th>
</tr>
</thead>
<tbody>
<tr>
<td>CABIN CAR SETTINGS</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SteerTorqueFact</td>
<td>Set a steertorque factor</td>
<td>1: steertorquefactor</td>
</tr>
<tr>
<td>BrakeForceFact</td>
<td>Set a brakeforce factor</td>
<td>1: brakeforcefactor</td>
</tr>
<tr>
<td>BrakeMax</td>
<td>Set the maximum brakeforce</td>
<td>1: maximum brakeforce (Newton)</td>
</tr>
<tr>
<td>GearMode</td>
<td>Set the gear mode</td>
<td>1: 0..2: 0 = 4 gears, 1 = 5 gears, 2 = special automatic, 3 = automatic FOR AUTOMATIC GEAR USE 3</td>
</tr>
<tr>
<td>SwitchControl</td>
<td>set control to manual (human controls speed and steering), Automatic (automatic control over speed and steering) or semi-automatic (human controls speed and steering is automatic) or speed_automatic (automatic speedcontrol via Part[MainTarget].MaxVelocity and other rules while steering is human controlled)</td>
<td>1: 1..3: 1 = MANUAL, 2 = AUTOMATIC, 3 = SEMI_AUTOMATIC, 4 = SPEED_AUTOMATIC</td>
</tr>
<tr>
<td>SetSpeed</td>
<td>set the speed of the simulator car. With this function you can manipulate the speed of the simulator car</td>
<td>3: speed (in m/s), gear, flag (On/Off)</td>
</tr>
<tr>
<td>MaxRollAng</td>
<td>set the maximum roll angle</td>
<td>1: angle in degrees</td>
</tr>
<tr>
<td>MaxPitchAngle</td>
<td>set the maximum pitch angle</td>
<td>1: angle in degrees</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Parameters/Flags</td>
</tr>
<tr>
<td>-------------------------</td>
<td>-------------------------------------------------------------------------------------------------------</td>
<td>------------------</td>
</tr>
<tr>
<td>ResetCabin</td>
<td>Reset the cabin (engine off, speed = 0 etc)</td>
<td>0</td>
</tr>
<tr>
<td>StopEngine</td>
<td>Stops the engine and the car</td>
<td>0</td>
</tr>
<tr>
<td>SetLimitMaxVelocity</td>
<td>Set maximum velocity if speed is controlled by simulator instead of human</td>
<td>2: maxspeed (in m/s), flag (On/Off)</td>
</tr>
<tr>
<td>ClearFuelCount</td>
<td>(re)sets the fuel counter to zero</td>
<td>0</td>
</tr>
<tr>
<td>BrakeFactor</td>
<td>sets the extent to which the car brakes as a function of brakepedal position</td>
<td>1: Default = 18, but a comfortable value is 7.27</td>
</tr>
<tr>
<td>FrictionFactor</td>
<td>sets the roadfriction</td>
<td>1: Default = 0.85. More is larger roadfriction.</td>
</tr>
<tr>
<td>SpeedBump</td>
<td>Gives a pulse on the steering wheel if you pass a speedbump</td>
<td>0</td>
</tr>
<tr>
<td>SetCrashSound</td>
<td>Switch crash sound on/off</td>
<td>1: 0 (=off) or 1 (=on)</td>
</tr>
<tr>
<td>SetSteeringDelay</td>
<td>Add a time before the steering wheel responds (for example alcohol simulation)</td>
<td>1: steering delay in seconds</td>
</tr>
<tr>
<td>SetBrakeDelay</td>
<td>Add a time before the brake pedal responds (for example alcohol simulation)</td>
<td>1: brake delay in seconds</td>
</tr>
<tr>
<td>Horn3D</td>
<td>Runs horn sound to left, middle or right: sound stimulus in 3D sound</td>
<td>3: left, middle, right: 1 = on, 0 = off</td>
</tr>
<tr>
<td>CrossWind</td>
<td>Sets the static velocity of the crosswind acting upon the vehicle model</td>
<td>1: velocity</td>
</tr>
<tr>
<td>AlongWind</td>
<td>Sets the static velocity of the longitudinal wind acting upon the vehicle model</td>
<td>1: velocity</td>
</tr>
<tr>
<td>RoadBank</td>
<td>Sets the virtual slope in degrees. A positive value represents a banking angle to the right and</td>
<td>1: degrees</td>
</tr>
<tr>
<td></td>
<td>requires left-steer compensation</td>
<td></td>
</tr>
<tr>
<td>RoadSlope</td>
<td>Sets the virtual road slope (not graphically!), positive values represent increased road slope and</td>
<td>1: degrees</td>
</tr>
<tr>
<td></td>
<td>will slow down the car, while a negative value increases driving velocity</td>
<td></td>
</tr>
<tr>
<td>SteerOffset</td>
<td>Sets the value of the steering wheel offset angle in degrees. A positive value should be compensated</td>
<td>1: degrees</td>
</tr>
<tr>
<td></td>
<td>for by steering right and vice versa.</td>
<td></td>
</tr>
<tr>
<td>OpenData</td>
<td>Open a binary datafile and start datasampling</td>
<td>2: string (binary filename without extention), string (string to include in header of datafile)</td>
</tr>
<tr>
<td>CloseData</td>
<td>Stop datasampling and close binary datafile</td>
<td>0</td>
</tr>
<tr>
<td>ClearDataVariables</td>
<td>Clear all datavariables for storage in binary file</td>
<td>0</td>
</tr>
<tr>
<td>AddDataFunction</td>
<td>Add a UserDefinedFunction for datastorage</td>
<td>1: Name of Userdefined function, between &quot;&quot; characters, as in Proc( AddDataFunction, &quot;MyFunction&quot;);</td>
</tr>
<tr>
<td>AddDataVariable</td>
<td>Add a datavariable</td>
<td>1: variable type</td>
</tr>
<tr>
<td>SetSampleFrequency</td>
<td>Set the sample frequency for datasampling</td>
<td>1: frequency (Hz)</td>
</tr>
<tr>
<td>SetEventCode</td>
<td>Set an eventcode (together with the currenttime) in the eventfile</td>
<td>1: number (eventcode)</td>
</tr>
<tr>
<td>SetTimeAndEventCode</td>
<td>Set an eventcode and a time</td>
<td>2: number (eventcode), number (timevalue)</td>
</tr>
<tr>
<td>DefaultMaxSpeed</td>
<td>Set the default maximum velocity for the entire roadnetwork</td>
<td>1: speed (in m/s)</td>
</tr>
<tr>
<td>SetCountry</td>
<td>country (used in handling of behavioural rules, these are different for different countries)</td>
<td>1: 0=Netherlands, 1 = Germany etc.</td>
</tr>
<tr>
<td>SetTrafLightStatus</td>
<td>Sets the traffic light status (Red, Yellow, Green, YellowRed, YellowFlash, Blank) of a traffic light</td>
<td>2: laneid, status (Red, Green, etc).</td>
</tr>
<tr>
<td></td>
<td>for a specific lane. If there is no trafficlight then it checks if the path on which the lane is</td>
<td></td>
</tr>
<tr>
<td></td>
<td>located, has a traffic light. If no traffic light can be found it does nothing.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Proc( SetTrafLightStatus, laneid, status) can be used for both path-connected and lane connected</td>
<td></td>
</tr>
<tr>
<td></td>
<td>traffic lights. First find the laneid and then apply the</td>
<td></td>
</tr>
<tr>
<td>Function Name</td>
<td>Description</td>
<td>Parameters</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DeletePart</td>
<td>Delete a traffic participant</td>
<td>1: participant id</td>
</tr>
<tr>
<td>RemoveActor</td>
<td>Delete an actor (animated object) for example Proc( RemoveActor, Act1 );</td>
<td>1: actor id</td>
</tr>
<tr>
<td>Perform</td>
<td>add a UserDefined function to a participant: the participant evaluates this</td>
<td>2: participant id, string (name of userdefined function; this function must</td>
</tr>
<tr>
<td></td>
<td>function each cycle f.i Proc(Perform, 2, “EvaluateThis”);</td>
<td>have no parameters !</td>
</tr>
<tr>
<td>RemovePerform</td>
<td>remove the UserDefine function for the participant</td>
<td>1: participant id</td>
</tr>
<tr>
<td>AddScenario</td>
<td>adds a local scenario (defined by Define PartScen) to the participant</td>
<td>2: participant id, scenarionumber</td>
</tr>
<tr>
<td>RemoveScenario</td>
<td>removes a local scenario from a participant</td>
<td>2: participant id, scenarionumber</td>
</tr>
<tr>
<td>SetHandlerParticipant</td>
<td>set a userdefined function as signal handler for the participant, f.i. Proc</td>
<td>3: signal (OnDelete, OnRouteError, OnCollision), participant id, string</td>
</tr>
<tr>
<td></td>
<td>(SetHandlerParticipant, OnCollision, 0, “HandlerOnCollision”); (0 = Participant 0 which is the simulatorcar)</td>
<td>(name of userdefined function)</td>
</tr>
<tr>
<td>LefthandDriving</td>
<td>Sets the system (all driving rules and participant behaviour) to the British</td>
<td>1: flag (True, False)</td>
</tr>
<tr>
<td></td>
<td>lefthand driving system</td>
<td></td>
</tr>
<tr>
<td>AddRuleSpeed</td>
<td>add a speed value (each cycle) that is integrated in the behavioural rules</td>
<td>2: participant id, speed (in m/s)</td>
</tr>
<tr>
<td>AddRuleLatpos</td>
<td>add a required lateral position</td>
<td>4: participant id, time within it must be reached, goal lateral position,</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>RepositionRouteByIndex</td>
<td>Reposition the routepointer according to a route index</td>
<td>1: routeindex (0=first path of route)</td>
</tr>
<tr>
<td>SetRouteHandlingSSL</td>
<td>flag to indicate whether the system should reset the route if the car</td>
<td>1: flag (True, False)</td>
</tr>
<tr>
<td></td>
<td>deviates from the planned route</td>
<td></td>
</tr>
<tr>
<td>ClearTrackActor</td>
<td>Clear all trackelements for the actor id</td>
<td>1: actor id</td>
</tr>
<tr>
<td>AddStraightTrackActor</td>
<td>Add a straight track to the tracklist</td>
<td>2: actor id, length of track (in m)</td>
</tr>
<tr>
<td>AddCurveTrackActor</td>
<td>Add a curve track to the tracklist</td>
<td>4: actor id, direction (Left/Right), radius (in m), turnangle (in degrees)</td>
</tr>
<tr>
<td>StoreTrackActor</td>
<td>trackdefinition is completed: initialize track pointer</td>
<td>1: actor id</td>
</tr>
<tr>
<td>StartAnimation</td>
<td>Start a named animation for the actor, f.i. Proc(StartAnimation, id, “Walk”);</td>
<td>2: actor id, string of names animation</td>
</tr>
<tr>
<td>SetMaxVelocityActor</td>
<td>Forward speed at which animated object moves.</td>
<td>2: actor id, speed in m/s</td>
</tr>
<tr>
<td>SetVelocityActor</td>
<td>Set current velocity actor</td>
<td>2: actor id, speed in m/s</td>
</tr>
<tr>
<td>SetMaxaccActor</td>
<td>Set maximum acceleration actor</td>
<td>2: actor id, acceleration in m/s2</td>
</tr>
<tr>
<td>SetMaxdecActor</td>
<td>Set maximum deceleration actor</td>
<td>2: actor id, acceleration in m/s2</td>
</tr>
<tr>
<td>SetRemoveDistActor</td>
<td>Set remove distance in meters</td>
<td>2: actor id, remove distance in meters</td>
</tr>
<tr>
<td>SetPositionHeadingActor</td>
<td>Set, x, y, z and heading of existing actor</td>
<td>5: actor id, x, y, z, heading</td>
</tr>
<tr>
<td>StartScen</td>
<td>Start a scenario immediately, f.i. Proc(StartScen, 10 );</td>
<td>1: scenario id</td>
</tr>
<tr>
<td>EndScen</td>
<td>terminate a scenario immediately</td>
<td>1: scenario id</td>
</tr>
<tr>
<td>SignalHandler</td>
<td>terminate all scenarios with signalhandlerflags set, f.i. Proc(SignalHandler, Command TerminateScenario); this will terminate all scenarios for which the flag TerminateOnCommand has been set to true</td>
<td>1: signalhandlerflag (errorTerminate Scenario or CommandTerminate Scenario)</td>
</tr>
<tr>
<td>OpenFile or OpenFileWrite</td>
<td>Create an ascii file (for writing) to store text data, f.i. Proc( OpenFile, “TempStore”); The can be opened any number of files simultaneously Datafiles MUST be in the folder ./data under the script file folder</td>
<td>1: string (filename)</td>
</tr>
<tr>
<td>OpenFileRead</td>
<td>Open a existing ascii file for reading data.</td>
<td>1: string (filename)</td>
</tr>
</tbody>
</table>
Datafiles MUST be in the folder /data under the script file folder

**WriteFile**
Write text data to a named file, i.e. Proc(WriteFile, "TempStore", "sample text");
1: string (filename), string (text data)

**CloseFile**
Close the file with the specified name
1: string (filename)

**Exec**
Execute a dis command, for example Proc(Exec, "ImparConv.bat");
1: string

**MESSAGES**

**Print**
Print a string to the console
1: string

**ClearMessages**
Clear all scheduled speech messages
0

**SetMaxPriority**
set the maximum priority of scheduled speech messages to be sent to the GUI
1: number (0..3)

**ScheduleISDMessage**
send a speech message to the scheduler that will handle and send it to the GUI. The speechmessage id is a number that conforms to a .wav file on the GUI (i.e. Proc(ScheduleISDMessage, 10023, 1, 0 ); will play the wav file 10023.wav on the GUI PC.
3: number (speech message id), priority (0..3), flag (always set on 0)

**PrintGui**
print a message to the blue message box of the SIControl userinterface
1: string (between "" characters)

**SENDING DATA OVER ETHERNET**

**FillByteArray**
fill a position in an indexed array with an unsigned character
2: index (0..255), value (unsigned char)

**SendByteArray**
send the array with 255 bytes via TCP
0

**SendAutomationData**
Automation data to control for storing in student assessment system
3

**GRAPHICS RENDERING**

**StimPicture**
Proc(StimPicture, "AU_VoorrangAlgemeen", MainPopupX, MainPopupY, 20, 20, 1);
Send a picture to the middle rendering display
6: 1) string (bitmap name, must be a *.png file), 2) X pos angle with respect to center of screen, 3) Y pos angle with respect to center of screen, 4) width (angle), 5) height (angle), 6) ON (0 = off, 1 = on)

**StimPictureDisp**
Proc(StimPicture, "AU_VoorrangAlgemeen", MainPopupX, MainPopupY, 20, 20, 1, 1);
Send a picture to the left, middle, or right rendering display
7: 1) string (bitmap name, must be a *.png file), 2) X pos angle with respect to center of screen, 3) Y pos angle with respect to center of screen, 4) width (angle), 5) height (angle), 6) ON (0 = off, 1 = on), 7) display: 0=middle, 1=left, 2 = right

**SetFog**
Set fog intensity and colour
2: 1) fog intensity, 2) fog colour (gray value from 0..1)

**SetSky**
Set a skydome id
1: skydome id

**SetDayLight**
Either day or nigh driving
2: 1) 1=night, 0 = day, 2) not used

**SetBlur**
Blurs the image of rendering (as in alcohol simulation)
1: > 1.0 = normal, 0 = maximum blur

**SetWeather**
Proc(SetWeather, 1, 1);
2: 1) 1=rain, 2= snow particle animations 2) intensity (0..10), not used

**ScreenText**
Text on rendering display
5: 1) output string, 2) X, 3) Y, 4) 1 = on, 0 = off, 5) display: 0=middle, 1=left, 2 = right

**Pdt**
Draw PDT red block on display
1: angle, -1 if remove

**SetRailwayStatus**
Sets all railwaycrossing animations and lights on or off
1: 1 or 0 (On or Off)

**SetDynObjectTexture**
Sets the texture of a dynamic 3D object
3: string Id (objected as in *.ref file), string nodename (the named node in the 3D object), string TextureName (the name of the texture, must be located in the folder models/textures)

**SetSignColor**
Sets the color rgba values of a sign with a specific id
5: unique sign id, r, g, b, a (alpha) of textures

**SetMarkingColor**
Sets the color rgba values of a segment intersection with road markings texture
7: 1) segment or intersection: segment = 0, intersection = 1, 2) id of segment or
<table>
<thead>
<tr>
<th>Functionality</th>
<th>Description</th>
<th>Scenario Scripting Language</th>
</tr>
</thead>
<tbody>
<tr>
<td>reference as indicated in the egg file. Texref = -1</td>
<td>means all roadmarkings for that segment of intersection.</td>
<td>intersection, 3) texture reference id in egg file, 4) r, 5) g, 6) b, 7) a</td>
</tr>
</tbody>
</table>

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>VEHICLE MODE</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SetEngineMu</td>
<td>Set road friction</td>
<td>1:</td>
</tr>
<tr>
<td>SetEngineMaxPower</td>
<td>Set power of engine</td>
<td>1:</td>
</tr>
<tr>
<td>SetEngineRpm</td>
<td>Set rpm level cutoff</td>
<td>1:</td>
</tr>
<tr>
<td>SetSteeringRatio</td>
<td>Set steering ratio (normally approx. 19)</td>
<td>1:</td>
</tr>
<tr>
<td>SetRoll</td>
<td>Enable roll of simulated cabin</td>
<td>1: on/off</td>
</tr>
<tr>
<td>SetPitch</td>
<td>Enable pitch of simulated cabin</td>
<td>1: on/off</td>
</tr>
</tbody>
</table>

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>OTHER</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PsychoPyControl</td>
<td>Send control bytes to the PsychoPy application</td>
<td>2: byte1, byte 2.</td>
</tr>
<tr>
<td>SendGenButtonStatus</td>
<td>Send an integer value to the rendering engine (can be treated in the rendering code as desired)</td>
<td>1: integer</td>
</tr>
</tbody>
</table>

### 10 Statements, conditions and expressions

#### 10.1 Statements

The general format of a statement is:

```plaintext
[ident "=" expression ";"] | 
"When" condition ";" | 
Procedure ";" | 
"If" condition { [Statement;...] } | 
["ElseIf" condition { [Statement;...] }] | 
["Else" { [Statement;...]} | 
'While block']
```

With a statement there is a difference between an assignment (using := ), a condition (in combination with the reserved word When ), a procedure, defined as the keyword Proc( procedurename, list of parameters) and If blocks.

**Assignment**

An assignment is defined as

ident "=" expression ";".

ident is a so-called left-value. It receives the value of the expression.

**When (condition)**

This is a statement, terminated with a ";". It is defined as :

"When" ( condition ) ";".

This statement is used as a start or end condition for scenarios and for actions. They may be absent in which case the start or end condition is assumed to be TRUE.

**If block**

An if block executes statements depending on a condition. It is defined as

"If" ( condition ) "[" [statement; [statement;...]] "]"
"ElseIf" (condition) "{" [statement; [statement;...]] "}"
"Else" "{" [statement; [statement;...]] "}"

An If and an ElseIf must be followed by a condition. An Else must not be followed by a condition. An ElseIf or an Else must be preceded by an If. In an If block 0..n ElseIf are allowed, but only 1 Else if allowed. This Else must be the last subblock of the If block.

**While block**

A while block repeatedly executes statements while a condition is True. Within the block the condition must become False. This repetition takes place within 1 simulation frame.

"While" (condition) "{" [statement; [statement;...]] "}"

### 10.2 Condition

A condition has the general format:

[expression (= | != | < | <= | > | >=) expression | expression (and | or ) expression]

The logical operators {and, or} can be used. Furthermore, there are the following relational operators: =, != (not equal to), <, <=, > and >=.

An elementary condition has the operators =, !=, <, <=, > or >= between two expressions. A compound condition consists of elementary conditions, separated by the operators "and", "or".

A condition must be preceded with the word "When", or with the keyword "If" or "ElseIf". Because a "When condition" clause is a statement it must be closed with a ":", "If", "ElseIf" and "Else" clauses are blocked. This means the block always starts with a "{", and ends with a "}", but the "}" is never terminated with a ":".

Priorities of elementary or compound conditions can be expressed by extra brackets, for example:

When ((a and b) or (c and d));

### 10.3 Expression

An expression has the general format:

["+" | "-"] term {("+" | "-") term}

**Term**

factor {("**" | "/") factor}

**Factor**

ident | number | "(" expression ")" | Function

**Function**
A function returns a value, has a name and 0..n parameters, separated by commas. The parameters are expression. It can be either a Userdefined function or a system define function.

\[
\text{functionname } (" [ \text{expression } ["," \text{expression } ...]\])\"
\]

For example: \( \text{tan}( \text{var2*abs(33*var1/var3)} ) \)
has 1 parameter. It returns the tangent of the input expression.

**Ident**

object "[ident | number | constant | UserDefinedVariable ]" "." variable
|| UserDefinedVariable

For the object type see chapter 11.

### 11 Objects

#### 11.1 General overview

The system knows a number of different types of objects. The names of objects are reserved keywords:

- Scen, PartScen (a scenario)
- Part (a participant)
- Action
- Inter (an intersection)
- Path
- Segment

An object is a general data type that is instantiated by an ident, a number or a symbolic constant between \([\). For example Scen[1] or Part[3]. In this case a number is used. Also, a symbolic constant with a logical meaning can be used, like Part[MainTarget]. A userdefined symboloc constant may also be used, as in

```
Assign DETECTSPEED 2000
```

```
a := Scen[DETECTSPEED].NrTimes;
```

When there is no instantiation given, the default object instantiation is used. Also an ident may be used to express the instantiation, for example:

```
Path[Path[Part[MainTarget].PathNr].PathFromRight].Length
```

or

```
Path[Var_1].Length, where Var_1 is a UserDefinedVariable that has been initialized before.
```

With a certain objecttype, a set of variables may be used. For example, Part[].Velocity is the speed (in m/s) of the current (default) participant.

The variables can be changed with an assignment, f.i. Part[].Velocity := 10; or read, f.i.:

```
Part[].Velocity := Part[MainTarget].Velocity;
```

or:

```
When ( Part[MainTarget].Velocity <= 20 );
```

When an ident is left of the assignment 
(":=") symbol, the ident is an l-value. In all other cases it is an r-value. An r-value is being "read" and an l-value is being "set". With nested identifiers, all inner identifiers (identifiers within the first [...] are r-values. With an assignment, only the outer identifier is an l-value. Some variables belonging with a certain object are only allowed to be r-values.
11.2 Scen object, PartScen object

A scen object is a scenario. Variables can be set or read. A PartScen is a scenario that is allocated to a specific Participant. The difference between these two types of scenarios are:
- a Scenario is a global scenario. Only 1 instantiation can be active at the same time. So, if Scen[4] is active it must stop before it can be active again.
- a PartScen is a local scenario and the same local scenario can be attached to any number of participants. This is done via the following Procedure:
  Proc( AddScenario, PNr, PartScen number ); This mechanisms is used to let a specific car perform a certain task.

The following table gives an overview of variables for this object type. An example to set a variable:

Scen[100].NrTimes := 2;

You can also read a variable as in :

Define Scen[101] {
  Start {
    Scen[].NrTimes := Scen[100].NrTimes;
  }
}

Table 5. Variables of objecttype Scen

<table>
<thead>
<tr>
<th>Variable</th>
<th>Read</th>
<th>Set</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Description</td>
<td>+</td>
<td>+</td>
<td>String</td>
</tr>
<tr>
<td>Duration</td>
<td>+</td>
<td>+</td>
<td>number</td>
</tr>
<tr>
<td>NrTimes</td>
<td>+</td>
<td>+</td>
<td>number</td>
</tr>
<tr>
<td>Ended</td>
<td>+</td>
<td>-</td>
<td>flag (True/False)</td>
</tr>
<tr>
<td>Started</td>
<td>+</td>
<td>-</td>
<td>flag (True/False)</td>
</tr>
<tr>
<td>Commanded</td>
<td>+</td>
<td>-</td>
<td>flag (True/False)</td>
</tr>
<tr>
<td>StartCon</td>
<td>+</td>
<td>-</td>
<td>flag (True/False)</td>
</tr>
<tr>
<td>EndCon</td>
<td>+</td>
<td>-</td>
<td>flag (True/False)</td>
</tr>
<tr>
<td>TerminateOnError</td>
<td>+</td>
<td>+</td>
<td>flag (True/False)</td>
</tr>
<tr>
<td>TerminateOnCommand</td>
<td>+</td>
<td>+</td>
<td>flag (True/False)</td>
</tr>
<tr>
<td>Type</td>
<td>+</td>
<td>-</td>
<td>number (0=global scenario, 1=local scenario PartScen)</td>
</tr>
</tbody>
</table>

**Description** is a string ("...") that is used in the GUI as a scenario description. It cannot be changed during runtime of the simulator. If the variable Description has been set, the description string will be sent to the GUI and displayed in the list of scenarios. The operator is then able to monitor which scenarios are current and which have been activated.

**Duration** specifies the time duration of the scenario. Default this is infinite. When Duration is set, the maximum time duration is specified. When no other endcondition becomes true, the scenario is aborted after this time. When Duration is being read, the time since the moment the scenario was activated is given.

**NrTimes** specifies the number of times the scenario may be activated. When this is set, the maximum number of times the scenario may be activated is specified. When it is read, the number of times the scenario was activated (since runtime, inclusive of the current activation) is given.

**Ended** is a flag that indicates whether the scenario is ended. It is True after the scenario is finished.
**Started** is a flag that indicates whether the scenario is active. It can only be read.

**Commanded** is a flag that indicates whether the scenario may be called from outside the program (via the GUI). It can only be read. It may be applied as:

```plaintext
Start {
    When ( Scen[].Commanded = True );
}
```

In that case the scenario will start if it has been selected on the GUI (via select scenario and start scenario). In order to be shown on the interface, also the variable ‘Description’ must be set.

**StartCon** can only be read and returns True or False depending on whether the startcondition for scenario activation is still True or False. This can for instance be used in the endcondition to switch the scenario off if the startcondition is no longer True, thus simulating a "while loop". It can also be used for simulation of "if .. then else if ... then etc." constructions. For example:

```plaintext
Define Scen[100] {
    Start {
        When ( Part[MainTarget].Velocity > 33.3 );
        ...
    } End {
        When ( Scen[].StartCon = False );
    }
}
```

**EndCon** can only be read and returns True or False depending on whether the endcondition of the scenario is True or False.

**TerminateOnError** is a flag that indicates whether the scenario must terminate when an errorcondition occurs. The error condition is signalled via Proc( SignalHandler, ErrorTerminateScenario );

**TerminateOnCommand** is a flag that indicates whether the scenario must terminate when a scenario is switched on via the ‘Commanded’ variable. This is signalled via Proc( SignalHandler, CommandTerminateScenario ); In the following example a scenario is specified that is activated from the userinterface (GUI). If it is commanded to start, it’s own flag ‘TerminateOnCommand’ is set to false, to avoid that it is killed immediately by the signalhandler. Then the signalhandler is called with the instruction to terminate any other scenario that was started from the GUI (i.e., scenarios that have the Commanded flag set to true). After that, the flag TerminateOnCommand is set to true, so that this scenario is terminated if another scenario is commanded to start from the GUI.

```plaintext
Define Scen[74] { Var { a; }
    Start {
        When ( Scen[].Commanded = True or StartScen20 = True );
        Scen[].Description := "Merging into traffic;";
        If ( Scen[].Commanded = True ) {
            Scen[].TerminateOnCommand := False;
            Proc( SignalHandler, CommandTerminateScenario );
            SuperFase := 0;
            StartScen20 := True;
        }
        Scen[].TerminateOnCommand := True;
    } End {
```
11.3 Action object

An Action object is an action. Variables can only be read or set within the scope of the scenario for which they apply.

Table 6. Variables of objecttype Action

<table>
<thead>
<tr>
<th>Variable</th>
<th>Read</th>
<th>Set</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Duration</td>
<td>+</td>
<td>+</td>
<td>number</td>
</tr>
<tr>
<td>NrTimes</td>
<td>+</td>
<td>+</td>
<td>number</td>
</tr>
<tr>
<td>Ended</td>
<td>+</td>
<td>-</td>
<td>flag (True/False)</td>
</tr>
<tr>
<td>Started</td>
<td>+</td>
<td>-</td>
<td>flag (True/False)</td>
</tr>
<tr>
<td>StartCon</td>
<td>+</td>
<td>-</td>
<td>flag (True/False)</td>
</tr>
<tr>
<td>EndCon</td>
<td>+</td>
<td>-</td>
<td>flag (True/False)</td>
</tr>
</tbody>
</table>

The meaning of these variables is comparable to that of the Scen object.

11.4 Inter object (intersection)

An intersection is a node where more than one roads connect. Variables of this object type can only be read because an intersection is part of the static roadnet structure that cannot be changed on-line.

Table 7. Variables of objecttype Inter

<table>
<thead>
<tr>
<th>Variable</th>
<th>Read</th>
<th>Set</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>NrArms</td>
<td>+</td>
<td>-</td>
<td>number</td>
</tr>
<tr>
<td>Controlled</td>
<td>+</td>
<td>-</td>
<td>flag (True/False)</td>
</tr>
<tr>
<td>NodeType</td>
<td>+</td>
<td>-</td>
<td>intersectiontype: 0..3; 0 = Normal_Int, 1 = Deadend_Int, 2 = Virtual_Int, 3 = Roundabout_Int</td>
</tr>
</tbody>
</table>

NrArms gives the number of branches of an intersection. A T-junction has three branches and an X-crossing has 4 branches.

Controlled is a flag that indicates whether the intersection is controlled by trafficlights. In that case Controlled = True.

NodeType returns the type of intersection. Type can be 0 (normal intersection), 1 (Deadend intersection: the road stops after this road, intersection has only 1 branch), 2 (Virtual intersection: not a real intersection but a connection between two roads, intersection has 2 branches), 3 (roundabout, intersection is part of a roundabout complex).
11.5 Segment object

A segment is a part of a road. It can be either straight or curved. Variables of this objecttype can only be read because a segment is part of the static roadnet structure. A segment has 0..n lanes. These lanes are of a specific type. DLanes are normal driving lanes. These should be at least 1 DLane on each segment. An ExitLaneRight, ExitLaneLeft, EntryLaneRight, EntryLaneLeft, HardShoulder, HardShoulderLeft, BicycleLaneRight, BicycleLaneLeft, PavementRight and PavementLeft are special lanetypes.

Table 8. Variables of objecttype Segment

<table>
<thead>
<tr>
<th>Variable</th>
<th>Read</th>
<th>Set</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Length</td>
<td>+</td>
<td>-</td>
<td>number (in meters)</td>
</tr>
<tr>
<td>Radius</td>
<td>+</td>
<td>-</td>
<td>number (in meters)</td>
</tr>
<tr>
<td>NrDLanes</td>
<td>+</td>
<td>-</td>
<td>number</td>
</tr>
<tr>
<td>NrExitLanesRight</td>
<td>+</td>
<td>-</td>
<td>number</td>
</tr>
<tr>
<td>NrExitLanesLeft</td>
<td>+</td>
<td>-</td>
<td>number</td>
</tr>
<tr>
<td>NrEntryLanesRight</td>
<td>+</td>
<td>-</td>
<td>number</td>
</tr>
<tr>
<td>NrEntryLanesLeft</td>
<td>+</td>
<td>-</td>
<td>number</td>
</tr>
<tr>
<td>NrHardShoulders</td>
<td>+</td>
<td>-</td>
<td>number</td>
</tr>
<tr>
<td>Width</td>
<td>+</td>
<td>-</td>
<td>number</td>
</tr>
<tr>
<td>Slope</td>
<td>+</td>
<td>-</td>
<td>Longitudinal slop in degrees. Pos is ascending, Neg is descending</td>
</tr>
</tbody>
</table>

Length is the length of the segment in meters, measured along the centerline of DLane[0] (the rightmost driving lane).

Radius is the radius of the segment in meters, from the centerpoint to the middle line of DLane[0]. If the segment is straight, the radius = 0.

NrDLanes is the number of DLanes.
NrExitLanesRight is the number of lanes of type ExitLaneRight.
NrExitLanesLeft is the number of lanes of type ExitLaneLeft.
NrEntryLanesRight is the number of lanes of type EntryLaneRight.
NrEntryLanesLeft is the number of lanes of type EntryLaneLeft.
NrHardShoulders is the number of lanes of type HardShoulder (rightmost lane on highway, 0 or 1).

Width is the roadwidth in meters.

11.6 Path object

A path is a logical connection between two intersections, or between two connectionnodes of between an intersection and a connectionnode. It has a direction from Node A to Node B (with Node being an intersection or a connectionnode). Most variables of this object type can only be read. An exception is the status of a trafficlight group at the end of the path. This can be also be set. Often there are more than one trafficlights at the intersection at the end of a path. Setting the trafficlight sets all traffic lights at the end of the path and reinitializes all trafficlights that are part of the trafficlight group. Also the variable EntranceAllowed can be set. Although this variable is set during roadnetwork initialization (depending on signs), the setting can be overruled, for example if you want a certain road to be a one-way street. In a similar manner is it allowed to change the right-of-way regime at an intersection (at the end of the path from the direction of the path).

Table 9. Variables of objecttype Path

<table>
<thead>
<tr>
<th>Variable</th>
<th>Read</th>
<th>Set</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Length</td>
<td>+</td>
<td>-</td>
<td>number (in meters)</td>
</tr>
<tr>
<td>NrSegments</td>
<td>+</td>
<td>-</td>
<td>number</td>
</tr>
</tbody>
</table>
TrafficLight | + | + | number (Red, Yellow, Green, YellowRed, YellowFlash, Blank. If there is no trafficlight then the value is Absent)
--- | --- | --- | ---
GreenPhase | + | + | number (seconds)
YellowPhase | + | + | number (seconds)
YellowRedPhase | + | + | number (seconds)
RedPhase | + | + | Number(seconds)
PathFromRight | + | - | number (path id)
PathFromLeft | + | - | number (path id)
PathFromAhead | + | - | number (path id)
PathToRight | + | - | number (path id)
PathToLeft | + | - | number (path id)
PathToAhead | + | - | number (path id)
OppositePath | + | - | number (path id)
ToInter | + | - | number (intersection id)
FromInter | + | - | number (intersection id)
ToCNode | + | - | number (connectionnode id)
FromCNode | + | - | number (connectionnode id)
EntranceAllowed | + | + | flag (True/False)
Row | + | + | number (GiveRow, RowOnLeft, RowOnRight, RowOnBoth, EqualPriority, HaveRow)
LastCarNr | + | - | number (participant id)
FirstCarNr | + | - | number (participant id)

Length gives the pathlength in meters, measured along the center of all segments’ DLane[0].

NrSegments gives the number of segments on the path.

TrafficLight gives the current state of the trafficlight at the end of the path. When there is no trafficlight, the result is Absent. The trafficlight can be set with the values Red, Yellow, Green, YellowRed, YellowFlash, Blank. Absent has no meaning for setting the trafficlight.

GreenPhase can be set (and read) to change the green-time duration of the next trafficlight group (on the path of the simulatorcar), if there is one.

YellowPhase can be set (and read) to change the yellow-time duration of the next trafficlight group (on the path of the simulatorcar), if there is one.

YellowRedPhase can be set (and read) to change the yellow-red-time duration of the next trafficlight group (on the path of the simulatorcar), if there is one. Normally this value is not set. If it is set by the user, then an extra phase (simultaneous red and yellow) is added between red and green, as in German traffic lights.

PathFromRight gives the pathnumber of the path that comes from right at the next intersection from the perspective of the current path. When there is not path from right, the return value is -1 or Absent. PathFromLeft gives the path from left and PathFromAhead returns the path from ahead after the intersection, when there exists such a path. PathToRight returns the pathnumber of the path to right (outgoing path at the next intersection), from the perspective of the current path. Analogous are the variables PathToLeft and PathToAhead. OppositePath gives the path number of the path in opposite direction relative to the current path. So, if the current path goes from intersection A to B, OppositePath goes from intersection B to A.

ToInter returns the number of the intersection where the path is going to, if there is one. Otherwise -1 is returned (or Absent). In that case ToCNode should return a value other than -1.

FromInter return the number of the intersection the path is coming from. To determine the number of the most recent intersection that was traversed, the following two, functionally
identical, statements can be applied:

\[
\text{Path[Part[MainTarget].PathNr].FromInter, or}
\]
\[
\text{Path[Path[Part[MainTarget].PathNr].OppositePath].ToInter}
\]
\[
\text{Even simpler is:}
\]
\[
\text{Part[MainTarget].FromInter.}
\]

If FromInter is Absent then FromCNode should return a valid value.

**ToCNode** returns the number of the connection node where the path is going to, if there is one. Otherwise –1 is returned (or Absent). In that case ToInter should return a value other than –1.

**FromCNode** return the number of the connection node the path is coming from. If FromCNode is Absent then FromInter should return a valid value.

**EntranceAllowed** is a flag that indicates whether the path is one way. If it is allowed to drive into this path, the result is True. EntranceAllowed may be set by the user. If you want to avoid that traffic turns into a certain path then set:

\[
\text{Path[.].EntranceAllowed := False;}
\]

**Row** returns the right-of-way regulation at the end of the path relative to other paths. The signs can be overruled by setting this variable. Valid values are GiveRow, RowOnLeft, RowOnRight, RowOnBoth, EqualPriority, HaveRow.

**FirstCarNr** can only be read. It returns the number of the first participant (from the last intersection) on the respective path.

**LastCarNr** can only be read. It returns the number of the last participant (from the last intersection, closest to the intersection the path is going to) on the respective path.

### 11.7 Part object (participant)

This is the participant object. A participant has a large number of variables that can be set and read. A participant is a traffic participant.

**Table 10. Variables of object type Part**

<table>
<thead>
<tr>
<th>Variable</th>
<th>Read</th>
<th>Set</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>PartNr</td>
<td>+</td>
<td>-</td>
<td>number: Participant id (unique id)</td>
</tr>
<tr>
<td>Velocity</td>
<td>+</td>
<td>+</td>
<td>number: current speed in m/s</td>
</tr>
<tr>
<td>Acc</td>
<td>+</td>
<td>-</td>
<td>number: current acceleration in m/s²</td>
</tr>
<tr>
<td>PathNr</td>
<td>+</td>
<td>+</td>
<td>number: path id</td>
</tr>
<tr>
<td>NextPathNr</td>
<td>+</td>
<td>-</td>
<td>number: path id</td>
</tr>
<tr>
<td>PrevPathNr</td>
<td>+</td>
<td>-</td>
<td>number: path id</td>
</tr>
<tr>
<td>LastPathNr</td>
<td>+</td>
<td>-</td>
<td>number: path id</td>
</tr>
<tr>
<td>SegmentNr</td>
<td>+</td>
<td>-</td>
<td>number: segment id</td>
</tr>
<tr>
<td>NextSegment</td>
<td>+</td>
<td>-</td>
<td>number: segment id</td>
</tr>
<tr>
<td>ToInter</td>
<td>+</td>
<td>-</td>
<td>number: intersection id</td>
</tr>
<tr>
<td>FromInter</td>
<td>+</td>
<td>-</td>
<td>number: intersection id</td>
</tr>
<tr>
<td>ToCNode</td>
<td>+</td>
<td>-</td>
<td>number: connection node id</td>
</tr>
<tr>
<td>FromCNode</td>
<td>+</td>
<td>-</td>
<td>number: connection node id</td>
</tr>
<tr>
<td>PrefLane</td>
<td>+</td>
<td>+</td>
<td>number: D Lane index</td>
</tr>
<tr>
<td>Lane</td>
<td>+</td>
<td>+</td>
<td>number: symbolic constant (to set the lane) or lane id (to read the lane)</td>
</tr>
<tr>
<td>LaneType</td>
<td>+</td>
<td>-</td>
<td>number: type of lane</td>
</tr>
<tr>
<td>LaneIndex</td>
<td>+</td>
<td>-</td>
<td>number: index of lanetype</td>
</tr>
<tr>
<td>LeftEdgeLineType</td>
<td>+</td>
<td>-</td>
<td>number: line type (0..4)</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
<td></td>
<td></td>
</tr>
<tr>
<td>-------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>RightEdgeLineType</td>
<td>number: line type (0..4)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>OnInterPlane</td>
<td>flag (True/False)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>OnRoundabout</td>
<td>flag (True/False)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LatPos</td>
<td>number: either positive (to the left of centerline through DLane[0]) or negative (to the right of centerline through DLane[0])</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PrefLatPos</td>
<td>number: either positive (to the left of centerline through DLane[0]) or negative (to the right of centerline through DLane[0])</td>
<td></td>
<td></td>
</tr>
<tr>
<td>WheelBase</td>
<td>number: meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CarLength</td>
<td>number: meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CarWidth</td>
<td>number: meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>NextBusStop</td>
<td>number: bus stop id</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToBusStop</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToStopSign</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToStopLine</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToVOP</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToSegment</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToRealInter</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToInterCenter</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToInter</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisFromInter</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>IntersectionTrackLength</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>RemoveOnDistance</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisFromMain</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Route</td>
<td>number or symbolic constant: &lt;pathid, Left, Right, Straight&gt; when set. Pathid when read</td>
<td></td>
<td></td>
</tr>
<tr>
<td>RouteIndex</td>
<td>number &gt;= 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>RouteLength</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>RouteLengthLeft</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>NextTurn</td>
<td>number: Left, Right, Straight</td>
<td></td>
<td></td>
</tr>
<tr>
<td>RoundaboutDir</td>
<td>number: Left, Right, Straight</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TurnAllEnd</td>
<td>flag (True/False)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MaxVelocity</td>
<td>number: m/s</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CurrentMaxVelocity</td>
<td>number: m/s. The current maximum velocity as defined by infrastructure (road, signs) or MaxVelocity</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MaxDec</td>
<td>number: m/s²</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MaxAcc</td>
<td>number: m/s²</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CarType</td>
<td>cartype from cartypes.def, zerobased index (i.e. CarType 0 is the first car defined in cartypes.def)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DistanceDriven</td>
<td>number: Distance driven in current simulation</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AlarmOnMaxVelocity</td>
<td>True or False. Normally the alarmlights are ON if MaxVelocity has been set to 0, except when AlarmOnMaxVelocity := False</td>
<td></td>
<td></td>
</tr>
<tr>
<td>StopDis</td>
<td>number: meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rt</td>
<td>number: time in seconds</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Heading</td>
<td>number: vehicle heading in degrees with respect to the world</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MaxG</td>
<td>number: for example 0.25</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TTC</td>
<td>number: time in seconds</td>
<td></td>
<td></td>
</tr>
<tr>
<td>THW</td>
<td>number: time in seconds</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToRightEdgeLine</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToLeftEdgeLine</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToRightLaneEdge</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToLeftLaneEdge</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PositionOnRoad</td>
<td>number: 1..3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LeadCar</td>
<td>number: participant id</td>
<td></td>
<td></td>
</tr>
<tr>
<td>RearCar</td>
<td>number: participant id</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ApprCar</td>
<td>number: participant id</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LeftCar</td>
<td>number: participant id</td>
<td></td>
<td></td>
</tr>
<tr>
<td>RightCar</td>
<td>number: participant id</td>
<td></td>
<td></td>
</tr>
<tr>
<td>StraightCar</td>
<td>number: participant id</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToLeadCar</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToRearCar</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisToApprCar</td>
<td>number: distance in meters</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Function</td>
<td>Type</td>
<td>Description</td>
<td></td>
</tr>
<tr>
<td>-----------------------------------------</td>
<td>------</td>
<td>------------------------------------</td>
<td></td>
</tr>
<tr>
<td>FirstLeadOnMyLane</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>FirstLeadOnRightLane</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>FirstLeadOnRightLane2</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>FirstLeadOnLeftLane</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>FirstLeadOnLeftLane2</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>FirstRearOnMyLane</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>FirstRearOnRightLane</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>FirstRearOnRightLane2</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>FirstRearOnLeftLane</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>FirstRearOnLeftLane2</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>FirstApprOnMyLane</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>FirstApprOnRightLane</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>FirstApprOnRightLane2</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>FirstApprOnLeftLane</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>FirstApprOnLeftLane2</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>SecondLeadOnRightLane</td>
<td>+</td>
<td>number: participant id</td>
<td></td>
</tr>
<tr>
<td>DisToFirstLeadOnMyLane</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToFirstLeadOnRightLane</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToFirstLeadOnRightLane2</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToFirstLeadOnLeftLane</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToFirstLeadOnLeftLane2</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToFirstRearOnMyLane</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToFirstRearOnRightLane</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToFirstRearOnRightLane2</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToFirstRearOnLeftLane</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToFirstRearOnLeftLane2</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToFirstApprOnMyLane</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToFirstApprOnRightLane</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToFirstApprOnRightLane2</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToFirstApprOnLeftLane</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToFirstApprOnLeftLane2</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>DisToSecondLeadOnRightLane</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>GuidedSpeedDiff</td>
<td>+</td>
<td>number: speed in m/s</td>
<td></td>
</tr>
<tr>
<td>RequiredSpeedMax</td>
<td>+</td>
<td>number: speed in m/s</td>
<td></td>
</tr>
<tr>
<td>RuleMaxVelocity</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>RuleFollow</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>RuleAdaptToCurve</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>RuleOvertaken</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>RuleRowLeft</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>RuleRowRight</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>RuleRowStraight</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>RuleOvertaking</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>RuleEmergLeft</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>RuleEmergRight</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>RuleEmergStraight</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>RuleRedTrafficLight</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>RuleYellowTrafficLight</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>RuleApproachOnMyLane</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>RuleBusStop</td>
<td>+</td>
<td>flag (True/False)</td>
<td></td>
</tr>
<tr>
<td>AllowPassRight</td>
<td>+</td>
<td>flag (True/False) passing right is allowed (default False)</td>
<td></td>
</tr>
<tr>
<td>RuleAdaptToMergingLead</td>
<td>+</td>
<td>flag (True/False) let a merging lead vehicle merge in if it uses the indicator (by slowing down), default True</td>
<td></td>
</tr>
<tr>
<td>GiveWayToMergingLead</td>
<td>+</td>
<td>flag (True/False) move to the next lane if there's a merging lead vehicle that uses the indicator. Default False.</td>
<td></td>
</tr>
<tr>
<td>FrontSensor</td>
<td>+</td>
<td>flag (On/Off)</td>
<td></td>
</tr>
<tr>
<td>RearSensor</td>
<td>+</td>
<td>flag (On/Off)</td>
<td></td>
</tr>
<tr>
<td>InterSensor</td>
<td>+</td>
<td>flag (On/Off)</td>
<td></td>
</tr>
<tr>
<td>ApproachSensor</td>
<td>+</td>
<td>flag (On/Off)</td>
<td></td>
</tr>
<tr>
<td>UseBrakeLight</td>
<td>+</td>
<td>flag (On/Off)</td>
<td></td>
</tr>
<tr>
<td>ShowDecel</td>
<td>+</td>
<td>flag (On/Off): luminance of brakelight as a function of deceleration, larger deceleration gives higher luminance</td>
<td></td>
</tr>
<tr>
<td>BrakeLight</td>
<td>+</td>
<td>flag (On/Off)</td>
<td></td>
</tr>
<tr>
<td>UseIndicator</td>
<td>+</td>
<td>flag (On/Off)</td>
<td></td>
</tr>
<tr>
<td>Indicator</td>
<td>+</td>
<td>symbolic constants: IndicatorOff, IndicatorLeft, IndicatorRight, IndicatorAlarm</td>
<td></td>
</tr>
<tr>
<td>SwingPhase</td>
<td>+</td>
<td>number: time in seconds</td>
<td></td>
</tr>
<tr>
<td>SwingAmplitude</td>
<td>+</td>
<td>number: distance in meters</td>
<td></td>
</tr>
<tr>
<td>Xpos</td>
<td>+</td>
<td>number: coordinate position</td>
<td></td>
</tr>
</tbody>
</table>
Ypos + - number: coordinate position

IsPriorityVehicle + + number: (True/False). sets or reads whether it is a priority vehicle (use of siren). A priority vehicle is treated differently by other traffic.

InList + - flag (True/False)

IsdType + + number: type

IsdCat - number

RoadOrder + + The type of road the participant is on: 1=CountryRoad, 2=MotorRoad, 3=Highway, 4=UrbanArea

DumVar0 + + number
DumVar1 + + number
DumVar2 + + number
DumVar3 + + number
DumVar4 + + number
DumVar5 + + number
DumVar6 + + number

PartNr is the participant number of the car. This can be used to access each participant individually. The simulator car can be accessed as MainTarget of 0, f.i. Part[MainTarget].'Variable', or Part[0].'Variable'. The id cannot be set: it is created by the system in PNr := CreatePartIsd(); In that case PNr is the unique PartNr.

Velocity is the current speed in m/s. It can be set to give a participant an initial speed or read.

Acc is the current acceleration in m/s². Can only be read.

PathNr is the current pathnumber. This is an important variable that can also be set. To reposition a participant (f.i. to give it an initial position), a PartNr must be set, in combination with either DisFromInt or DisToInt. There are no other ways of longitudinal positioning.

NextPathNr is the number of the next path.

PrevPathNr is the number of the previous path.

LastPathNr is the same as PrevPathNr.

SegmentNr is the number of the current segment.

NextSegment is the number of the next segment on the current path. If there is only one segment on the path, or if the participant is on the last segment of the current path, the result is -1 or Absent.

ToInter returns the number of the next intersection, or –1 (Absent) if there is none.

FromInter returns the number of the last past intersection, or –1 (Absent) if there was none.

ToCNode returns the number of the next connectionnode, or –1 (Absent) if there is none.

FromCNode returns the number of the last past connectionnode, or –1 (Absent) if there was none.

PrefLane refers to the preferred lane in which the participant drives. It can be set as the preferred DLane index: f.i. 0 = DLane[0] (the rightmost normal driving lane, 1 = DLane[1] (the lane to the left of DLane[0]) etc. If it is read te preferred DLane index is returned.

Lane gives the lane id on which the participant is (center of front bumper). Lane can also be used to change the lateral position of the participant. In that case there occurs a repositioning to the center of the respective lane. To set the Lane the symbolic constants RightLane, LeftLane of RightShoulder are used. So, f.i. Part[.].Lane := RightLane and Laneld :=
Part[...].Lane. Alternatively, a lane id can be used to set the Lane. This is only executed if the lane id is a lane on the current segment.

**LaneType** returns the current LaneType: DLane, ExitLaneRight, ExitLaneLeft, EntryLaneRight, EntryLaneLeft, HardShoulder, HardShoulderLeft, BicycleLaneRight, BicycleLaneLeft, PavementRight, PavementLeft, ParkingRight, ParkingLeft

**LaneIndex** returns the current lane index. If there are 2 DLanes on the present segment, and the participant is driving in the left lane then LaneIndex is 1.

**LeftEdgeLineType** returns the line type of the right edgelane of he current lane. 0 = none, 1 = Continuous, 2 = one-three, 3 = Blockmarkings, 4 = three-nine

**RightEdgeLineType** returns the line type of the left edgelane of he current lane 0 = none, 1 = Continuous, 2 = one-three, 3 = Blockmarkings, 4 = three-nine

**OnInterPlane** returns a flag (True/False) indicating whether the participant is on the intersection plane.

**OnRoundabout** returns a flag (True/False) indicating whether the participant is on a roundabout complex.

**LatPos** gives the lateral position in meters. It can also be used to change the lateral position. In that case the new lane is automatically computed and the participant is moved laterally. A negative lateral position means that the car is to the right of the centerline of DLane[0]. A positive lateral position means that the car is to the left of the centerline of DLane[0]. A lateral position of 0 indicates that the center of the car is precisely in the middle of the rightmost driving lane (DLane[0]).

**PrefLatPos** gives the preferred lateral position. It can also be used to set a preferred lateral position. Normally this is 0. A positive value lets the participant drive more to the left of the centerline of DLane[0], while a negative lateral position results in driving to the right of this centerline.

**WheelBase** sets or reads the wheelbase of the participant. This is the distance between the front and rear wheel axes (in meters).

**CarLength** sets or reads the total length of the participant (in meters).

**CarWidth** sets or reads the width of the participant (in meters).

**NextBusStop** returns a bus stop id if a bus stop is approached. It returns Absent if these is none.

**DisToBusStop** returns the distance (along the path) to the next bus stop. It returns 9999 if a busstop could not be found

**DisToStopSign** returns the distance (along the path) to the next stopsign on the route. It returns 9999 if a stopsign could not be found

**DisToVOP** returns the distance (along the path) to the zebra crossing on the route. It returns 9999 if a zebra crossing could not be found

**DisToSegment** returns the distance to the start of the next segment in meters.

**DisToRealInter** returns the distance to the next ‘real’ intersection (along the route). A real intersection is an intersection that is not a ‘virtual’ intersection (with only two branches) and
**DisToInterCenter** gives the distance along the path to the center point of the next intersection, while all virtual intersection in-between are skipped.

**DisToInter** gives the distance to the start of the next node in meters. This is the distance to the end of the current path. If a ‘real’ intersection is at the end of the current path then the distance to the beginning of the intersection plane is computed. Setting this variable must occur in combination with setting PathNr. The order in which the assignments occur is not significant.

**DisFromInter** gives the distance along the path from the last intersection. Setting this variable must occur in combination with setting PathNr. The order in which the assignments occur is not significant.

**DisToNextNode** gives the distance along the path to the next routenode.

**IntersectionTrackLength** gives the length of the total track on the next intersection, depending on the route, if there is a next intersection one (else IntersectionTrackLength = 0).

**RemoveOnDistance** gives and sets the absolute distance (in meters) from the simulator car (MainTarget) at which the participant is removed and deleted. This mechanism ensures that the participant is removed when it gets too far away to be seen.

**DisFromMain** gives the absolute distance (in meters) from the simulator car (MainTarget).

**Route** sets the route of a participant. It can be assigned the values <Left, Right, Straight> or a path id, and the values Clear and StoreRoute. Clear means that the route is cleared. StoreRoute means that the specification of the route is ready and the route pointer is initialized. Route appends the values to a route. For example:

```c
// first position participant
Part[].PathNr := 21;
Part[].DisToInter := 50;
// then build route
Part[].Route := Clear;
Part[].Route := 12;
Part[].Route := 14;
Part[].Route := 8;
Part[].Route := StoreRoute;
```

All paths in the route must connect to each other. Also, the first path in the route (12 in the example) should connect to the current path (21 in the example). If Route is read then the next pathid on the route is returned.

**RouteIndex** returns the current (zero based) route index.

**RouteLength** returns the total length (in meters) of the route.

**RouteLengthLeft** returns the length (in meters) of the route from the present position

**NextTurn** can be set or read with the values Right, Left or Straight.

**RoundaboutDir** can be set or read with the values Right, Left or Straight. Right = take first exit, Straight = take second exit, Left = three quarters.

**TurnAtEnd** can be set or read with a flag (True/False). It is is True then the participant turns around at the end of a deadend street (intersection with only 1 branch). If False, it stops at the end of a deadend street.

**MaxVelocity** returns and sets the maximum allowed speed in m/s. This variable can be set...
in order to control the speed of the car. This is the velocity the car strives for if it is not limited by other rules.

**MaxDec** returns and sets the maximum allowed deceleration in m/s². When this is higher, the car brakes harder and starts braking at a shorter distance from an object.

**MaxAcc** returns and sets the maximum allowed acceleration in m/s².

**StopDis** returns and sets the distance (in meters) the participants adds to the distance to an object if stops. If, for example, StopDis is set to 1 meter, then the participant stops 1 meter before a stopline or before the beginning of an intersection plane.

**Rt** is the reaction time of the virtual driver of a participant. This value is used in a number of behavioural rules

**MaxG** is the amount of G accepted by the virtual driver of the participant in driving curves. For example, a value of 0.25 means that the maximum G-force accepted is 0.25. With higher values, velocity in curves is higher. In addition to this, this factor is modulated as a function of the curve radius.

**TTC** is the time-to-collision (in seconds) to the first lead participant in the same lane as the participant.

**THW** is the timeheadway (in seconds) to the first lead participant in the same lane as the participant.

**DisToRightEdgeLine** is the distance (in meters) between the right side of the participant and the right side of the road.

**DisToLeftEdgeLine** is the distance (in meters) between the left side of the participant and the left side of the road.

**DisToRightLaneEdge** is the distance (in meters) between the right side of the participant and the right side of the present lane.

**DisToLeftLaneEdge** is the distance (in meters) between the left side of the participant and the left side of the present lane.

**PositionOnRoad** gets the present roadposition: 1 = OnRoad, 2 = OffRoadRight, 3 = OffRoadLeft.

**LeadCar** is the participant id of the first lead vehicle (not necessarily in the same lane). Absent if none.

**RearCar** is the participant id of the first rear vehicle (not necessarily in the same lane). Absent if none.

**ApprCar** is the participant id of the first approaching vehicle on the same road (not necessarily in the same lane). Absent if none.

**LeftCar** is the participant id of the first approaching vehicle from left at the next intersection. Absent if none.

**RightCar** is the participant id of the first approaching vehicle from right at the next intersection. Absent if none.

**StraightCar** is the participant id of the first approaching vehicle from ahead at the next intersection. Absent if none.

**DisToLeadCar** gives the bumper to bumper distance to the first lead vehicle, measured along the path of the car.

**DisToRearCar** gives the bumper to bumper distance to the first rear vehicle, measured along the path of the car.
**DisToApprCar** gives the bumper to bumper distance to the first approaching vehicle, measured along the path of the car.

**FirstLeadOnMyLane** is the participant id of the first lead vehicle in the same lane as the participant. Absent if none.

**FirstLeadOnRightLane** is the participant id of the first lead vehicle in the first lane right of the lane the participant is in. Absent if none.

**FirstLeadOnRightLane2** is the participant id of the first lead vehicle in the second lane right of the lane the participant is in. Absent if none.

**FirstLeadOnLeftLane** is the participant id of the first lead vehicle in the first lane left of the lane the participant is in. Absent if none.

**FirstLeadOnLeftLane2** is the participant id of the first lead vehicle in the second lane left of the lane the participant is in. Absent if none.

**FirstRearOnMyLane** is the participant id of the first rear vehicle in the same lane as the participant. Absent if none.

**FirstRearOnLeftLane** is the participant id of the first rear vehicle in the first lane left of the lane the participant is in. Absent if none.

**FirstRearOnLeftLane2** is the participant id of the first rear vehicle in the second lane left of the lane the participant is in. Absent if none.

**FirstRearOnRightLane** is the participant id of the first rear vehicle in the first lane right of the lane the participant is in. Absent if none.

**FirstRearOnRightLane2** is the participant id of the first rear vehicle in the second lane right of the lane the participant is in. Absent if none.

**FirstApprOnMyLane** is the participant id of the first approaching vehicle in the same lane as the participant. Absent if none.

**FirstApprOnRightLane** is the participant id of the first approaching vehicle in the first lane right of the lane the participant is in. Absent if none.

**FirstApprOnLeftLane** is the participant id of the first approaching vehicle in the first lane left of the lane the participant is in. Absent if none.

**FirstApprOnLeftLane2** is the participant id of the first approaching vehicle in the second lane left of the lane the participant is in. Absent if none.

**SecondLeadOnRightLane** is the participant id of the second lead vehicle in the first lane right of the lane the participant is in. Absent if none.

**DisToFirstLeadOnMyLane** gives the bumper to bumper distance to the first lead vehicle in the same lane as the participant. Only valid if FirstLeadOnMyLane != Absent.

**DisToFirstLeadOnRightLane** gives the bumper to bumper distance to the first lead vehicle in the first lane right of the lane the participant is in. Only valid if FirstLeadOnRightLane != Absent.

**DisToFirstLeadOnRightLane2** gives the bumper to bumper distance to the first lead vehicle in the second lane right of the lane the participant is in. Only valid if FirstLeadOnRightLane2 != Absent.

**DisToFirstLeadOnLeftLane** gives the bumper to bumper distance to the first lead vehicle in the first lane left of the lane the participant is in. Only valid if FirstLeadOnLeftLane != Absent.

**DisToFirstLeadOnLeftLane2** gives the bumper to bumper distance to the first lead vehicle in the second lane left of the lane the participant is in. Only valid if FirstLeadOnLeftLane2 != Absent.
**DisToFirstRearOnLeftLane2** gives the bumper to bumper distance to the first rear vehicle in the second lane left of the lane the participant is in. Only valid if FirstRearOnLeftLane2 != Absent.

**DisToFirstApprOnMyLane** gives the bumper to bumper distance to the first approaching vehicle in the same lane as the participant. Only valid if FirstApprOnMyLane != Absent.

**DisToFirstApprOnRightLane** gives the bumper to bumper distance to the first approaching vehicle in the first lane right of the lane the participant is in. Only valid if FirstApprOnRightLane != Absent.

**DisToFirstApprOnLeftLane** gives the bumper to bumper distance to the first approaching vehicle in the first lane left of the lane the participant is in. Only valid if FirstApprOnLeftLane != Absent.

**DisToFirstApprOnLeftLane2** gives the bumper to bumper distance to the first approaching vehicle in the second lane left of the lane the participant is in. Only valid if FirstApprOnLeftLane2 != Absent.

**DisToSecondLeadOnRightLane** gives the bumper to bumper distance to the second lead vehicle in the first lane right of the lane the participant is in. Only valid if DisToSecondLeadOnRightLane != Absent.

**GuidedSpeedDif** gives the speed difference between the current speed and the maximum allowed speed according to the normative rules set. If this value is positive than the simulator driver is driving too fast in relation to a set of normative rules. Speed difference is in m/s.

**RequiredSpeedMax** is the maximum speed allowed according to a set of normative rules. In m/s.

**RuleMaxVelocity** can be switched on or off. If it is off, then the maximum velocity of the autonomous agent (participant) is no longer controlled by traffic signs or area (buildup area, maximum speed signs, highway signs and so on). The maximum velocity in that case is only controlled by the preferred maximum velocity of that car (MaxVelocity) or by curves in the road and other traffic.

**RuleFollow** switches the rules for car following on or off.

**RuleAdaptToCurve** switches the rules for speed control in curves on or off.

**RuleOvertaken** switches the rules for being overtaken on or off.

**RuleRowLeft** switches the rules for speed control for traffic from left on or off.

**RuleRowRight** switches the rules for speed control for traffic from right on or off.

**RuleRowStraight** switches the rules for speed control for traffic from ahead after intersections on or off.

**RuleOvertaking** switches the rules for overtaking on or off.

**RuleEmergLeft** switches the emergency procedures for speed control to traffic from left on or off.

**RuleEmergRight** switches the emergency procedures for speed control to traffic from right on or off.

**RuleEmergStraight** switches the emergency procedures for speed control to traffic from ahead after intersections on or off.

**RuleRedTrafficLight** switches the rules for red traffic lights on or off.

**RuleYellowTrafficLight** switches the rules for yellow traffic lights on or off.

**RuleApproachOnMyLane** switches the rules for speed control to oncoming traffic on or off.

**RuleBusStop** switches the rule for autonomous stopping for bus stops on or off (default off: should be switched on for buses.

**FrontSensor** switches the perception of lead vehicles on or off.

**RearSensor** switches the perception of rear vehicles on or off.

**InterSensor** switches the perception of traffic approaching an intersection on or off.

**ApproachSensor** switches the perception of oncoming vehicles on or off.

**UseBrakeLight** is a flag to set the use of the brake lights on or off. If it is Off, then the participants does not light up the brake light when it brakes. If it is On, then the participant uses the brake lights if necessary.
ShowDecel is a flag to control the luminance of the brakelights as a function of deceleration in the renderers: when On, a larger deceleration results in higher luminance.

BrakeLight is a flag to switch the brakelights on, independently from the brakelight control of the autonomous agent.

UseIndicator is a flag to set the use of the direction indicators on or off. If it is Off, then the participants does not apply its direction indicators. If it is On, then the participant applies direction indicators if necessary.

Indicator may be read. If set it is used to apply the direction indicators, independently from the indicator control of the autonomous agent. Possible values are IndicatorOff, IndicatorLeft, IndicatorRight or IndicatorAlarm.

SwingPhase can be set and read. It represents the time the car takes to swerve from a certain lateral position to another one. Normally this is a random process. It can be set however to fully control the time it takes to swerve to another lateral position. If set to zero, the car does not swerve anymore.

SwingAmplitude can be set and read. Represents the lateral distance (from the preferred lateral position) within which the car swerves as a random process. If set to zero, the car does not swerve anymore.

Xpos gives the X coordinate position of the car

Ypos gives the Y coordinate position of the car

InList can only be read and returns True or False depending on whether the car is in the current traffic list.

IsdType is a type of vehicle with a specific brand and color

IsdCat is a category of vehicle (e.g. a bus = 20, a bicycle = 30 and a pedestrian = 40).

DumVar0 to DumVar4 are variables that can be read and set to store a temporary value. These variables serve as buffers to store information.
12 Suggestions for debugging

- When debugging the script files, the following steps are important:
  1) locate the line in scentemp##001 of the first error.
  2) find this error in your script source files
  3) fix the error
  4) run the script again to test for errors

Do this error by error.

- A frequent type of error is the use of a reserved keyword as a variablename, as in

  `Var { SwingPhase; }

  This is illegal because SwingPhase is a reserved keyword.

- It is important to adhere to the following order of blocks:

  Define Scen[..] {  
      Var { ...; ; }  
      Start {  
          ...  
      }  
      Do {  
          ...  
      }  
      End {  
          ...  
      }  
  }  
  // followed by a list of actions  
  Define Action[0] {  
      Start {  
          ...  
      }  
      End {  
          ...  
      }  
  }  
  Define Action[1] {  
      Start {  
          ...  
      }  
      End {  
          ...  
      }  
  }

- Keep in mind that userdefined variables have either local scope or global scope. If a variable has global scope, it is defined outside a scenario. If it has local scope it can be defined anywhere within a scenario, including an action. So local scope refers to ‘local within the scenario’ and not to ‘local within an action’.

Define Scen[..] {  
    Define Action[0] {  
        Var { ThisVar; }  
    }  
    Define Action[1] {  
        Var { ThisVar; } // illegal because ThisVar has already been defined
    }
}
• Make use that all scenarios have a unique ID. Also make sure that all actions defined within a scenario have a unique ID. So the following may result in problems:

Define Scen[100] {
}

Define Scen[101] {
}

Define Scen[100] { // Scen[100] has already been defined
}