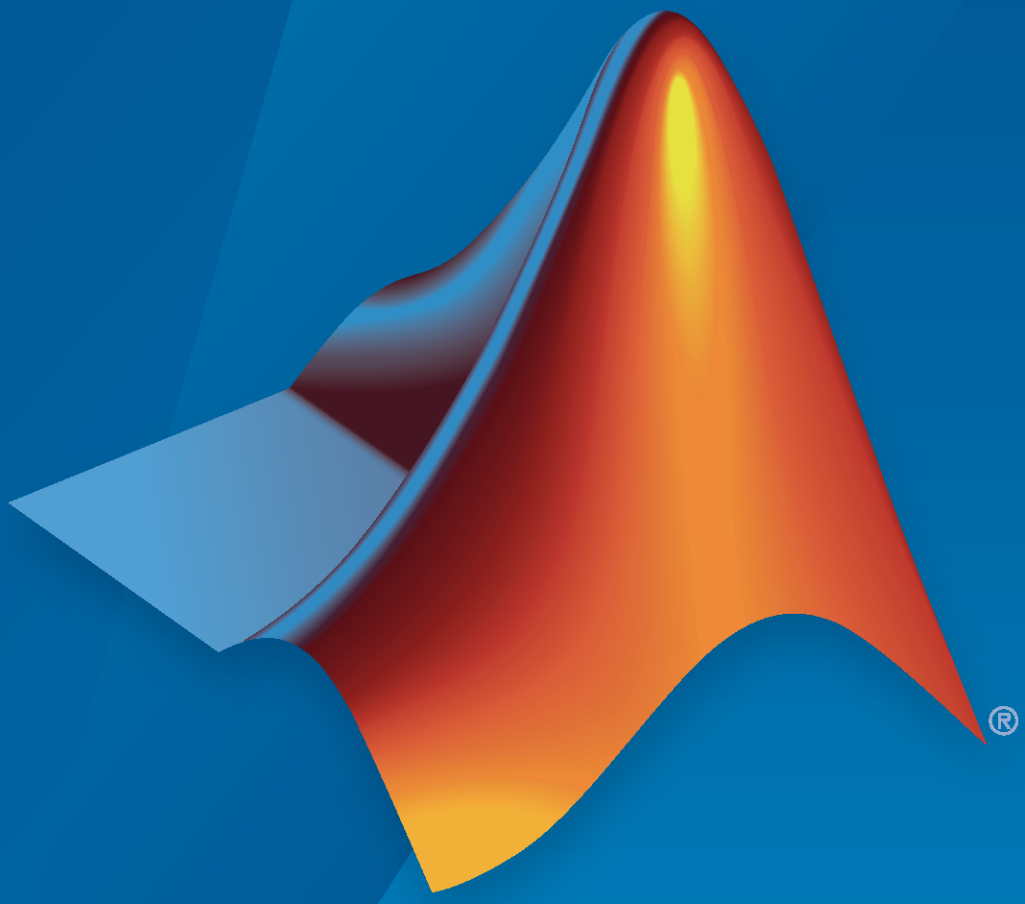
RoadRunner Release Notes



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R2020b

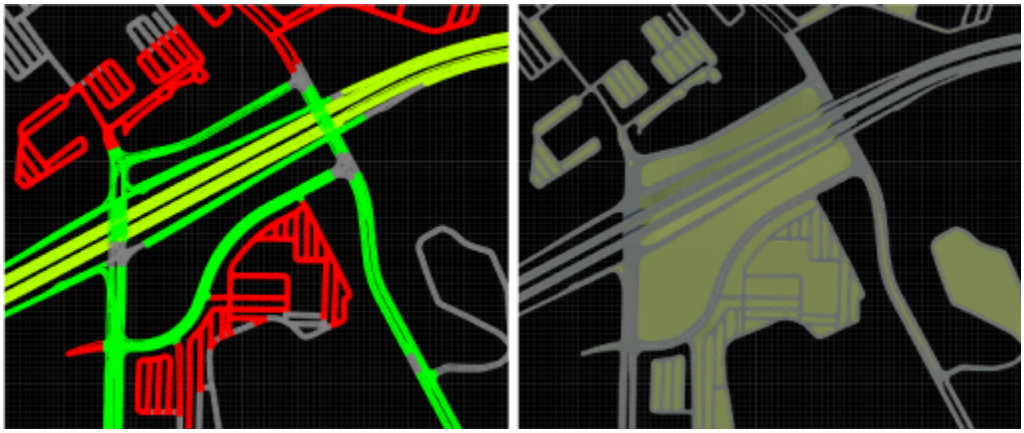
Version: 1.1

New Features

Bug Fixes

RoadRunner Scene Builder: Automatically generate 3D road models from HD maps

Use RoadRunner Scene Builder to import roads from HERE HD Live Map data.



Edit the imported roads using RoadRunner and export the results to supported simulation and game engine formats.

Road Speed Limits Tool: Set varying speed limits along roads

Use the “Road Speed Limits Tool” to set varying speed limits along sections of a road. When you export your scene to a simulator, you can use these values to test whether vehicles drive the set speed limits.

Bridge Span Creation: Fix bridge spans formed on elevated roads

In the “Road Construction Tool”, use the **Auto Assign Bridges** button to form bridge spans along elevated roads. Use this tool to fix bridges in scenes where one road is elevated above another road.

Project Props to Terrain: Align prop curves with the surface terrain

In the “Prop Curve Tool”, use the **Project to Terrain** option to align props and extrusions with the surface terrain rather than with the curve that you create. When you create prop curves, this option is selected by default.

R2020a+

Version: 1.0

New Features

RoadRunner Editor: Interactive editor to model roads and 3D environments

For details, see User Interface.

Intersections: Design complex intersections featuring merges, splits, and traffic circles

For details, see Road Plan Tool.

Surface Damage: Add detailed road surfaces with lane markings, stencils, and custom graphics

For details, see Surface Tool.

RoadRunner Asset Library: Library of prebuilt professionally created assets

For details, see RoadRunner Asset Library.

Customize Road Signs: Combine text and graphics to build custom signs

For details, see Sign Tool.

Traffic Signals: Edit signal phases and timing with the integrated signal timeline and interactive controls

For details, see Signal Tool.

GIS Import: Import aerial imagery, elevation data, lidar point clouds, and road maps to accurately represent physical locations in RoadRunner

For details, see GIS Data Resources for RoadRunner.

OpenDRIVE Import and Export: Import and export road networks using OpenDRIVE format

For details, see Importing OpenDRIVE Files and Exporting to OpenDRIVE.

Export to Apollo

RoadRunner can export road scenes to Baidu Apollo® formats. You can export to Apollo 3.0 and 5.0 XML formats and Apollo 5.0 binary format.

For details, see Exporting to Apollo.

Export to Universal Scene Description (USD)

You can now export road scenes to USD. For details, see Exporting to USD.

Export for Metamoto simulations

You can now export road scenes for use in Metamoto® simulations. For details, see Exporting to Metamoto.

Import from OpenDRIVE improved

Importing OpenDRIVE® files is now faster.

Additionally, you can now import:

- Larger OpenDRIVE files
- Road types
- Speed limits
- Multiple road segments as one continuous lane
- Nonnumeric IDs
- Object types

For details, see Importing OpenDRIVE Files.

Export to OpenDRIVE improved

When exporting to OpenDRIVE, you can now export:

- Speed limits
- `laneSection` entries for the same RoadRunner road
- Object types
- U-turns

For details, see Exporting to OpenDRIVE.

Improved support for GIS assets

RoadRunner can now import geographic information system (GIS) data with earth-centric projection information.

For GIS import information, see Importing GIS Data in RoadRunner.

Vector-type scaling

Dragging the **Scale** label on vector types scales all axes uniformly.