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# /camera/rgb/image\_color: 从 Kinect 读取的彩色图的数据。

167, 189, 173, 173, 182, 172, 166, 174, 170, 168, 172, 167, 170, 161, 166, 166, 179, 170, 168, 188, 176, 163, 172, 174, 166, 156, 172, 165, 171, 171, 164, 185, 171, 161, 180, 170, 162, 175, 169, 162, 174, 170, 163, 173, 170, 163, 174, 170, 163, 175, 171, 161, 180, 175, 170, 160, 171, 170, 167, 178, 168, 168, 166, 158, 166, 158, 166, 158, 166, 158, 168, 166, 158, 168, 166, 158, 167, 159, 167, 158, 168, 166, 158, 166, 158, 166, 158, 166, 159, 167, 158, 168, 165, 159, 167, 51, 52, 56, 51, 52, 50, 48, 52, 51, 49, 51, 60, 50, 51, 59, 58, 49, 52, 58, 49, 52, 58, 49, 53, 56, 52, 53, 57, 52, 59, 48, 52, 59, 48, 52, 59, 48, 52, 56, 54, 57, 49, 54, 58, 49, 53, 58, 48, 52, 59, 48, 52, 59, 48, 53, 58, 48, 52, 56, 49, 53, 57, 49, 54, 50, 50, 50, 51, 50, 50, 51, 50, 50, 51, 50, 50, 50, 51, 50, 50, 50, 51, 50, 50, 51, 50, 50, 51, 50, 50, 50, 51, 50,

# /camera/depth\_registered/image\_raw: Kinect 读取的深度图的数据。

### /camera/rgb/image\_mono:

单色未调整的图像数据。

#### /odom:

对机器人的位置和速度的估计值。

```
header:
 seq: 43514
 stamp:
  secs: 1553931512
nsecs: 295421877
frame_id: "odom"
child_frame_id: "base_footprint"
pose:
 pose:
   position:
    x: 0.129192725568
y: 0.25025355588
    z: 0.0
   orientation:
    x: 0.0
y: 0.0
    z: -0.275805123434
twist:
 twist:
linear:
  x: 0.0
y: 0.0
z: 0.0
angular:
    x: 0.0
y: 0.0
    z: 0.0331612557879
```

#### /tf

### 机器人的位置信息。

```
transforms:
   header:
      seq: 0
      stamp:
        secs: 1553932078
        nsecs: 283154938
      frame_id: "odom"
    child frame id: "base footprint"
    transform:
      translation:
        x: -0.154049816895
        y: -0.0553803853187
        z: 0.0
      rotation:
        x: 0.0
        v: 0.0
        z: 0.0584352225182
        w: 0.99829120239
```

/tf\_static 与/tf 中的数据格式一样,但/tf\_static 的数据永远不 会改变。

```
header:
    seq: 0
    stamp:
    secs: 1553930640
    nsecs: 741763873
    frame_id: "base_link"
    child_frame_id: "pole_bottom_1_link"
    transform:
        translation:
        x: 0.055
        y: 0.12
        z: 0.1028
    rotation:
        x: 0.0
        y: 0.0
        z: 0.0
        w: 1.0
```

/camera/rgb/image\_color\_view: 从 kinect 获得的图像.



/camera/depth\_registered/image\_raw \_view 从 kinect 获得的深度图。

