# MAD76 Car Race

Frank Tränkle\*
Hochschule Heilbronn, Germany

September 21, 2025

<sup>\*</sup>frank.traenkle@hs-heilbronn.de

# **Contents**

1	Start and Run	3
	1.1 Driverless Race	4
	1.2 Adapt Behavior of Individual Cars	Ę
	1.3 Human Player	7

1 START AND RUN

https://github.com/modbas/mad76

## 1 Start and Run

#### 1.1 Driverless Race

- After installation, remote control calibration, and computer vision configuration, you are now ready to race.
- In this race, up to four cars run autonomously.
- Optionally, one human player can assume manual control of the orange/red car 0 and compete against the driverless cars.
- The lap statistics of car 0 are recorded and displayed in a web browser.
- For starting the race on the real MAD76 track, open a terminal on the Raspberry Pi 5 and run:

```
ros2 launch mbmad madpifull.launch
```

• Alternatively, if you have installed MAD76 on a PC, you may start the race in simulation mode by running:

```
ros2 launch mbmad madpisim.launch
```

- Note: Never start madpifull.launch or madpisim.launch at the same time or more than once without stopping the previous instance first.
- Open a new terminal, and start all cars by running:

```
ros2 run mbmadcar send_maneuver.py
```

The driverless cars will race against each other.

## 1.2 Adapt Behavior of Individual Cars

- The behavior of an individual car can be adapted by sending individual maneuver messages.
- Stop send\_maneuver.py from above by hitting Ctrl+C.
- All cars keep on running autonomously.
- Send maneuver to car 0 (orange/red car)

```
ros2 run mbmadcar send_maneuver.py 0 0.3 0.25
```

- First argument is the car identifier (0 for orange car, 1 for yellow car)
  - 0 orange/red car
  - 1 | yellow/white car
  - 2 blue car
  - 3 green car
- Second argument is the car reference speed in  $\frac{m}{s}$

MAD76 Car Race 5

- Third argument is the lateral reference position

```
0 right curb
0.25 right lane
0.5 center line
0.75 left lane
1 left curb
-1 ideal line for low laptimes
```

- $\bullet$  The maximum speed of each car is  $0.5\frac{m}{s}$
- ullet You may stop the individual car by sending a maneuver with reference speed  $0\frac{\mathrm{m}}{\mathrm{s}}$
- Reverse driving is possible by setting a negative reference speed

## 1.3 Human Player

- One human player may assume manual control of car 0 by powering up the Xbox controller.
- Car 0 now stops automatically and waits for manual control.
- The left vertical joystick control is for thrust, braking, and reversing.
- The right horizontal joystick controls steering.
- In slow driving, MAD76 supports the human player by stabilizing the car in the lane.
- For lap statistics and ranking, open a web browser on the Raspberry Pi 5 and navigate to http://localhost:8082.
- You may pass the control of car 0 back to autonomous driving by switching off the Xbox controller.

MAD76 Car Race