



base_link
Parent: world_link
Shape: box
L: a W: b H: c
Joint: fixed
Origin: C2
$(x, y, z) = (0, 0, s1)$
$(r, p, y) = (0, 0, 0)$

wheelRB_link
Parent: base_link
Shape: cylinder
R: r L: l
Joint: continuous
Origin: C3
$(x, y, z) = (-s2, -s3, -s4)$
$(r, p, y) = (0, 0, 0)$

wheelLB_link
Parent: base_link
Shape: cylinder
R: r L: l
Joint: continuous
Origin: C4
$(x, y, z) = (-s2, s3, -s4)$
$(r, p, y) = (0, 0, 0)$

wheelRF_link
Parent: base_link
Shape: cylinder
R: r L: l
Joint: continuous
Origin: C5
$(x, y, z) = (s2, -s3, -s4)$
$(r, p, y) = (0, 0, 0)$

wheelLF_link
Parent: base_link
Shape: cylinder
R: r L: l
Joint: continuous
Origin: C6
$(x, y, z) = (s2, s3, -s4)$
$(r, p, y) = (0, 0, 0)$

laser_link
Parent: base_link
Shape: cylinder
R: rl L: ll
Joint: continuous
Origin: C7
$(x, y, z) = (s5, 0, s6)$
$(r, p, y) = (0, 0, 0)$