

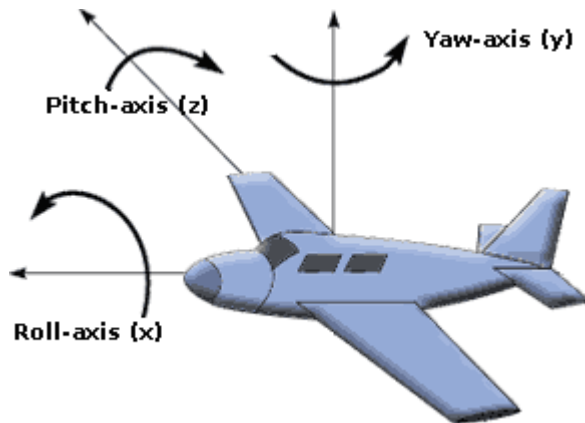
Source:= <https://github.com/cyberbotics/webots/tree/released/docs/reference>

## Inertial unit

The [InertialUnit](#) node simulates an *Inertial Measurement Unit* (IMU). The [InertialUnit](#) computes and returns its *roll*, *pitch* and *yaw* angles with respect to a global coordinate system defined in the [WorldInfo](#) node.

```
from controller import InertialUnit
```

```
class InertialUnit (Device):  
    def enable(self, samplingPeriod):  
    def disable(self):  
    def getSamplingPeriod(self):  
    def getRollPitchYaw(self):  
    def getQuaternion(self):  
    def getNoise(self):  
    # ...
```



## GPS

The [GPS](#) node is used to model a Global Positioning Sensor (GPS) which can obtain information about its absolute position from the controller program.

```
from controller import GPS
```

```
class GPS (Device):  
    def enable(self, samplingPeriod):  
    def disable(self):  
    def getSamplingPeriod(self):  
    def getValues(self):  
    def getSpeed(self):
```

## COMPASS

A [Compass](#) node can be used to model a 1, 2 or 3-axis digital compass (magnetic sensor). The [Compass](#) node returns a vector that indicates the north direction specified by the coordinateSystem field of the [WorldInfo](#) node.

```
from controller import Compass
```

```
class Compass (Device):  
    def enable(self, samplingPeriod):  
    def disable(self):  
    def getSamplingPeriod(self):  
    def getValues(self):  
    def getLookupTable(self):  
    # ...
```

## GYRO

The [Gyro](#) node is used to model 1, 2 and 3-axis angular velocity sensors (gyroscope). The angular velocity is measured in radians per second [rad/s].

```
from controller import Gyro
```

```
class Gyro (Device):  
    def enable(self, samplingPeriod):  
    def disable(self):  
    def getSamplingPeriod(self):  
    def getValues(self):  
    def getLookupTable(self):  
    # ...
```

## DISTANCE SENSORS

The [DistanceSensor](#) node can be used to model a generic sensor, an infra-red sensor, a sonar sensor, or a laser range-finder. This device simulation is performed by detecting the collisions between one or several sensor rays and objects in the environment.

We have used laser sensors.

```
from controller import DistanceSensor
```

```
class DistanceSensor (Device):  
    def enable(self, samplingPeriod):  
    def disable(self):  
    def getSamplingPeriod(self):  
    def getValue(self):  
    # ...
```