****_panel.cpp rviz 界面

1.功能:

在rviz界面上通过按钮执行指令或通过便签显示相关数据

2. 步骤:

- 1、通过***.ui 进行可视化设计操作界面,并保存。
- 2、通过命令行指令 uic ******.ui -o ******.h 根据设计的操作界面生成.h 文件。
 - 3、在编辑程序时,需要在头文件中引用该.h文件。
 - 4、针对可视化界面编写相关指令。

3.编写说明

利用槽函数建立 rviz 中按钮和所对应的函数连接

```
connect(ui->8th_Azimuth_Check, SIGNAL(clicked()), this, SLOT(bth_azimuth_check_onclick()));
connect(ui->8th_Azimuth_Zero, SIGNAL(clicked()), this, SLOT(bth_azimuth_zero,onclick()));
connect(ui->8th_Azimuth_Enable, SIGNAL(clicked()), this, SLOT(bth_azimuth_move_onclick()));
connect(ui->8th_Azimuth_Move, SIGNAL(clicked()), this, SLOT(bth_azimuth enable_onclick()));
connect(ui->8th_Azimuth_Move, SIGNAL(clicked()), this, SLOT(bth_azimuth_move_onclick()));
connect(ui->8th_Azimuth_Move, SIGNAL(clicked()), this, SLOT(bth_azimuth_move_onclick()));
connect(ui->8th_Pitch_Enable, SIGNAL(clicked()), this, SLOT(bth_pitch_zero_onclick()));
connect(ui->8th_Pitch_Enable, SIGNAL(clicked()), this, SLOT(bth_pitch_zero_onclick()));
connect(ui->8th_Pitch_Enable, SIGNAL(clicked()), this, SLOT(bth_pitch_stop_onclick()));
connect(ui->8th_Pitch_Enable, SIGNAL(clicked()), this, SLOT(bth_pitch_enable_onclick()));
connect(ui->8th_Pitch_Enable, SIGNAL(clicked()), this, SLOT(bth_pitch_enable_onclick()));
connect(ui->8th_Pitch_Enable, SIGNAL(clicked()), this, SLOT(bth_pitch_move_onclick()));
```

直接对在函数中编写要实现的功能:

```
void Panel_Turntable::btn_azimuth_check_onclick()
{
    turntable_cmd = "AZIMUTH CHECK 30 -30 20";
}
```

如果在文本框中输入信息并按按钮触发,则直接将文本框写入按钮对应的 函数中

在标签中显示相关数据

```
void Panel_Global_Plam_sim:GPSDataCallback(const gps::HyGPS_msg::ConstPtr &msg) //接仓gps信息 (nh-ygetParam("matching_loc_enable"), matching_loc_enable"), matching_loc_enable);
if(matching_loc_enable) return;
char buf[200];
sprintf(buf);
gps::w2.2f yx2.2f avx.2f wx2.2f", msg->map_x, msg->map_y, msg->Angle, msg->Vel);
ui-Bank >setTort(Ostring::fromutf@(buf));

不公名称
```

4.其他

global_plan_sim_panel.cpp 节点的难点在于如何读取 config 文件中数据并解析,以及本界面中套用其它的界面。