

# S#2 TurtleBot3 Slam Blocks

Monday, October 25, 2021 9:51 AM



Model Spawning



Rviz with Configuration

```

1 <!-- Arguments -->
2
3 <arg name="model" default="$(env TURTLEBOT3_MODEL)" doc="model type [burger, waffle, waffle_pi]"/>
4 <arg name="slam_methods" default="gmapping" doc="slam type [gmapping, cartographer, hector, karto, frontier_exploration]"/>
5 <arg name="configuration_basename" default="turtlebot3_lds_2d.lua"/>
6 <arg name="open_rviz" default="true"/>
7
8 <!-- TurtleBot3 -->
9 <include file="$(find turtlebot3_bringup)/launch/turtlebot3_remote.launch">
10   <arg name="model" value="$(arg model)" />
11 </include>
12
13 <!-- SLAM (gmapping, Cartographer, Hector, Karto, Frontier exploration, RTAB-Map) -->
14 <include file="$(find turtlebot3_slam)/launch/turtlebot3_${arg slam_methods}.launch">
15   <arg name="model" value="$(arg model)" />
16   <arg name="configuration_basename" value="$(arg configuration_basename)" />
17 </include>
18
19
20 <group if="$(arg open_rviz)">
21   <node pkg="rviz" type="rviz" name="rviz" required="true"
22     args="-d $(find turtlebot3_slam)/rviz/turtlebot3_${arg slam_methods}.rviz"/>
23 </group>
24 </launch>
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We'd love your feedback!  
We have just two questions for you.

