

CH7_107

ANSWER



AIWHEELEDVEHICLE: MOVE TOLERANCES

1 Move Tolerance Experiments

Answers:

1. 0.5 - Gets stuck in a loop going around a node.
2. 2.0 - Barely enough to make the turns and often misses and has to try over.
3. 100.0 - Sits in the center, never moving, just turning its wheels. This is too big.
4. 11.8/2.0 - Perfect (for a circle) (half-way to next point).