



Building a simple world in Gazebo

In order to build a simple world (some textured walls) do:

- “edit->Building Editor”
- Select “Wall”
- Draw the floor wanted floor plan in the white area
- You can add textures in the 3D view (lower half) by clicking on the wall.
- To change the height or pose of a Wall, right click on it in the top-down view (top-half) and select “Open Wall inspector”
- After you build your structure select “file->save as” and save the model you build (as “maze1” for example)
- Select “Exit Building Editor” to leave the building mode.
- your structure should now sitting in the world.
- you can add more of it by going to the “Insert” tab and selecting the new model.
- Move the model by selecting the Translation mode  (Select the Axis arrows in order to move it along this axis)
- Rotate the model by selecting the Rotation mode  (select the Rotation axis to rotate around it)

Save your world!

Tutorial links:

<http://gazebosim.org/tutorials>

http://gazebosim.org/tutorials?cat=build_world

http://gazebosim.org/tutorials?tut=build_world&cat=build_world

