

Compiling Instructions for The Planner

Note: The submitted code can only be compiled on a windows machine because the graphics library used for visualization depends upon “windows.h”.

Source Files:

1. Bitmap.cpp
2. fssimplewindow.cpp
3. main_run.cpp

Header Files:

1. Bitmap.h
2. planner.h
3. motion_prim.h
4. fssimplewindow.h

Other Files:

1. map1.txt
2. test.txt

Make sure all the above-mentioned files are in the same directory. Compile all the source files using whatever compiler is available on your pc. The code has been tested only using Visual C++ compiler. So, it might or might not compile on some other compiler.

Testing the Planner:

1. For starting the planner you will have to give it a start and a goal pose. It can be changed by changing the values of arguments for start and goal in **main_run.cpp** line 96. If you don't want to change it the default values work well.

```
96 // change start and goal here to start the planner
97 node start(300, 200, 0); //Start pose for the vehicle
98 node goal(200, 330, 90); //Goal pose for the vehicle
```

2. Once you run the program. It will ask you to provide a map file. Two map files have been submitted, map1.txt and test.txt. Just enter the name of whatever map file you want to load.

```

Start Position
**** Node ****

X: 300
Y: 200
Heading: 0
G value: 2.14748e+09
H value: -1.07374e+08
Pre cost: 0

Goal Position
**** Node ****

X: 200
Y: 330
Heading: 90
G value: 2.14748e+09
H value: -1.07374e+08
Pre cost: 0

Load file Name? random.txt

```

3. Once map is loaded the planner starts and the vehicle starts moving towards the goal.
4. Once the vehicle has reached the goal, the program prompts the user for entering a new goal. To do this move your pointer to wherever you want the new goal to be and press key “p” and hit enter.

```

Expansions per second: 5318.84
Time Used: 0.003 seconds.
Total Expansions: 16
Expansions per second: 5333.33
goal reached
Move your pointer to next place you want to go and press p

```

5. The x and y coordinates of that point will be displayed in the terminal and program prompts if you want to park your car there. Press “y” or “n” and hit enter. Make sure x and y values are between 0 and 400.

```

Move your pointer to next place you want to go and press p
p
goal X and Y are :X 74 Y 319
Do you want to park here?
y

```

6. Then the program will prompt you to enter the goal pose. Type in a multiple of 45 and hit enter.

```

goal X and Y are :X 74 Y 319
Do you want to park here?
y
What do you want the goal orientation to be? Enter a multiple of 45
180

```

7. You can repeat steps 4-6 however many times you want.
8. To close the program press escape or close the terminal window.