

# Tutorial 2

- Tutorial 2: <https://www.youtube.com/watch?v=eeV9XHYXMII>
- Written by Milad Abdi.
- Not many notes are here as most of the tutorial will be covered in the simulation README and the lab instructions.

## Simulator Config

- Inside the config directory, `sim.yaml` has the config for the sim.
- Do not change:
  - Topics and namespaces
  - Transform related
  - LaserScan parameters
- Can change:
  - Map parameter (to use a different map)
  - Map agents: Multiple agents in the same map, each with their own topics
  - Ego and opponent starting pose
  - Whether `teleop` is enabled

## Topics

- `twist` measures velocity of the ego agent. `twist.twist.linear.x` is the longitudinal velocity in the car x-axis (velocity forwards). We don't really have `y` velocity.
- To drive the car we publish to the `/drive` topic.