

Tutorial 2

- Tutorial 2: <https://www.youtube.com/watch?v=eeV9XHXYXMI>
- 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.