


https://github.com/mikeferguson/ubr_reloaded/commit/45b9e52ac6ef04c9a0fd94f8a2d18956739a278f#diff-4dd40b62fc0bbd8b093d858ef790b67c30f916aab5095c4bb856e4abf4a05b0aL1



Mittwoch, 19. Juni 2024 10:03

update sensors_3d to actually work

ros2

 mikeferguson committed on Jun 23, 2022

Showing 1 changed file with 13 additions and 11 deletions.

24  ubr1_moveit/config/sensors_3d.yaml 

... .. @@ -1,11 +1,13 @@

1 - sensors:

2 - - far_clipping_plane_distance: 10

3 - filtered_cloud_topic: ""

4 - image_topic: /head_camera/depth_downsample/image

5 - max_update_rate: ""

6 - near_clipping_plane_distance: 0


7 - padding_offset: ""

8 - padding_scale: ""

9 - queue_size: 1

10 - sensor_plugin: occupancy_map_monitor/DepthImageOctomapUpdater

11 - shadow_threshold: ""



1 + sensors: ["head_camera"]

2 + head_camera:

3 + sensor_plugin: occupancy_map_monitor/DepthImageOctomapUpdater

4 + far_clipping_plane_distance: 5.0

5 + filtered_cloud_topic: ""

6 + image_topic: /head_camera/depth_downsample/image_raw

7 + max_update_rate: 5.0

8 + near_clipping_plane_distance: 0.0


9 + padding_offset: 0.0

10 + padding_scale: 0.0

11 + queue_size: 1

12 + sensor_plugin: occupancy_map_monitor/DepthImageOctomapUpdater

13 + shadow_threshold: 0.0



0 comments on commit 45b9e52

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