# Skills

**Short description**

A skill is the lowest level of control that is done on the tactics computer besides the field. By some calculation, usually on basis of the worldstate, required velocities for the robots are generated and outputed on the robotcommands topic. Skills should have a small and well rounded function. Usually a skills consists of some position and rotationcontroller to get the robot in the right place and orientation or uses other skills with who have these controllers.

**Executables**

* Skills are not executables by themselves but can be executed using TestX in roboteam\_tactics

**Dependencies**

* -

**Globals**

* -

**Params**

* -

**Input topics**

**Output topics**

* Robotcommands

**Details**