Fault report | acados_not_converging

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Title: acados_not_converging

Problem Encountered:

Acados doesn't converge (or the QP solver doesn't) when I add in the spline curvature to the model.

Solution Implemented:

Removing the curvature seems to make it converge, but this would of course only work on straight race tracks so it's entirely unrealistic. Might try integrating it into the webots env to see if the separate integration does it any good. I'll probably laugh about this later, but my god is it ever giving me a headache right now.

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